

Mathematics

Number and Place Value

- Recall and practise 2,5,10 times tables.
- Identify place value in 2 and 3 digit numbers H/T/U.
- Count in 3s.
- Recall number facts to 20.
- Rounding numbers to the nearest 10.

Calculations and Problem Solving

- Use Addition, Subtraction, Multiplication and Division.

Measures

- Use symbols for £ and p, and +/- simple sums smaller than £1.
- Capacity – know and use standard measures, read scales to the nearest whole unit.
- Tell the time to the o clock and half past.

Geometry and Shapes

- Identify and sort 2D/3D shapes and describe their properties.
- Order and arrange objects in patterns and sequences.

Data

- Interpret simple tables and Pictograms.

Fractions

- Find and write simple fractions.

Reading

- Develop phonics until decoding is secure.
- Read common suffixes.
- Read and re-read phonic appropriate books.
- Read common 'exception' words.
- Discuss and express views about fiction, non-fiction and poetry.
- Become familiar with and retell stories.
- Ask and answer questions; make predictions.
- Begin to use inference and deduction.

Handwriting

- PenPals handwriting programme.
- Joined cursive style.
- Clear distinction between upper and lower case letters.

Literacy, Language and Oracy

Writing

- Story writing Quests and Journeys.
- Write a Calligram poem.
- Begin to plan ideas for writing.
- Proof-reading – making simple additions and changes.
- Write simple/compound sentences.
- Write recount/diary extracts.
- Write an explanation.

Grammar

- Use capital letters and fullstops.
- Use adjectives and adverbs.
- Use apostrophes.
- Use speech marks.
- Begin to expand noun phrases
- Commas in sentences

Phonics

- Revise the spelling of tricky words.
- Revise and learn alternative spelling for the vowel sounds.
- Strategies for spelling; chunking/compound words.

Speaking & Listening

- Articulate and justify answers
- Taking part in discussions.
- Use spoken language and develop understanding.

Science and Technology

Science

- Compare how things move on different surfaces
- Pushes and pulls
- Friction (parachutes, ramps: speed/height/surfaces)
- Flight/floating and sinking opportunities

ICT

- Organise, store, retrieve and manipulate data (pictograms)

Faith and Belief

Signs and Symbols

- Identify signs and symbols in everyday life, the use of artefacts and symbolic behaviour.
- Learn about the main symbols from each faith and their meaning: Cross (Christianity), Wheel of Life (Buddhism), Om (Hinduism), Star and Crescent (Islam), Menorah (Judaism), Khanda (Sikhism).
- Symbolic behaviour for Christians and Muslims.

Christmas

- Discuss the importance of giving and receiving at Christmas.
- Listen to the story of the wise men. Significance of the gifts they gave.
- The purpose of giving gifts at Christmas. Invisible gifts.
- God's gift of Jesus (Christianity).

Physical and Emotional Health

Personal

- Identify how to keep fit and be healthy through lifestyle choices.
- Talk about the importance of keeping fit.

Activities

- Participate in Invasion games (feet – football, hands – basketball skills).
- Gymnastics: travel through equipment.
- Dance: journeys/ movement

French

- Use greetings (hello, goodbye, how are you?, Merry Christmas)
- Sing hello song for registration
- Count to 30
- Name colours (context of modes of transport; *a blue car*)
- Learn vocabulary for transport
- Learn new vocabulary for familiar local places within St. Albans (*I went to the park/market.*)
- Use new vocabulary to talk about familiar places.

Citizenship and Ethics

- Identify changes within themselves and in school (transition).
- Create and follow class expectations.
- Talk about feelings/emotions and how to deal with them.
- Listen to stories with morals; how to treat other people, meeting new people – link to topic (Quests and Journeys).
- Respond to Question of the Week
- Participate in Philosophy for Children.

Place and Time

Geography Skills

- Learn about the life of Christopher Columbus and his journey.
- Name and locate world continents and oceans
- Use aerial images and models to create simple plans and maps, using symbols (Maps of journeys)

Historical skills

- Write a newspaper report about Grace Darling.

Art and Creativity

Art

- Explore Famous artists work; Rembrandt/ David Hockney
- Use the natural environment to inspire journeys eg. pathways...
- Use ipads to record ideas and viewpoints using paint tools.
- Use art media to create a journey picture.

D&T

- Design and make a floating vessel. Test and evaluate.
- Explore different materials to use in vessels.

Music

- Sing songs
- Play tuned & untuned instruments musically
- Listen and understand live and recorded music
- Make and combine sounds musically