wow

Create a card with a moving part To use recorders for the first time

English

Ask relevant questions to extend their understanding and knowledge

Use relevant strategies to build their vocabulary Participate in discussions

, presentations, performance, role play, improvisations.

Spell words containing each of the 40+ phonemes already taught

Spell common exception words

Leaving spaces in-between words

Joining words and joining sentences using and Beginning to punctuate sentences using a capital letter and a full stop

Using a capital letter for people, places, the days of the week and the pronoun 'l'

Maths

- Place value within 20, addition and subtraction within 20
- Count to and across 20, forwards and backwards, beginning with 0, 1 or any given number
- Count, read and write numbers to 20 in numerals
- Given a number identify one more or one less (within 20)
- Identify and represent numbers using objects and pictorial representations including the number line, and use of language of equal to, more than, less than, most and least (within 20)
- Read, write, and interpret mathematical statements involving addition, subtraction and equal signs
- Read and write numbers from 1 to 20 in numerals and words
- Represent and use number bonds and related subtraction facts within 20
- Add and subtract one-digit and two-digit numbers to 20, including zero

RE-

Our World

What do religious stories say about how the world began? How should we live together to look after each other and animals?



Design and technology

Children to design a card with a moving part.

To build and apply understanding and skills in order to design and make products.

To evaluate and test their ideas and projects and the work of others

Art and Design

Children will be taught to:

To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

To develop and share their ideas and imagination To use a range of materials creatively to design and make products

PΕ

Children will be taught to:

Master basic movements through running, jumping, throwing and catching as well as developing balance, agility and coordination and begin to apply these in a range of activities.

Participate in team games, developing simple tactics for attacking and defending

Computing

Children will be taught to:

Create and debug simple programmes.

Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

PSHE- Dreams and goals.

I can tell you how I felt when I succeeded in a new challenge and how I celebrated it.

I know how to store the feelings of success in my internal treasure chest.

Science-Animals, (including humans)

Children will be taught to:

Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.

Identify and name a variety of common animals that are carnivores, herbivores and omnivores. Describe and compare the structure of a variety of common animals, (fish, amphibians, reptiles, birds and mammals, including pets).

Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

To ask simple questions and recognising that they can be answered in different ways Observing closely, using simple equipment Performing simple tests

Using their observations and ideas to surgest answers to questions

Gathering and recording data to help in answering questions