

Science activities

Identify different materials locally and group them.

Explore the different materials used to build homes now and in the past linked to the Great Fire of London.

Investigate the type of materials used in the Three Little Pigs story and discover the best type of materials to build with.

Science objectives

Distinguish between an object and the material from which it is made.

Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.

Describe the simple physical properties of a variety of everyday materials.

Compares and groups together a variety of everyday materials on the basis of their simple physical properties.

Work scientifically by: performing simple tests to explore questions, for example 'What is the best material for something'

Identifies and compares the suitability of a

Activities - Maths

- Practise counting, reading, writing and comparing numbers to at least 100.
- Find missing numbers in a hundred square.
- Play games which consolidate number order.
- Choose number cards to order - pair and group work to support independent activities.
- Count coins in 1s, 2s, 5s, 10s.
- Count objects and items and relate to numerals.
- Mark numbers on a number line.
- Use practical equipment such as 100-squares and arrow cards to develop and support their understanding of reading, writing and using two and three-digit numbers.
- Partition the same number in different ways.
- Activities involving measuring time, length, volume and weight.

Using shop activities to find total and give change.
Sort 2D and 3D shapes.
Make models and pictures using 2D and 3D shapes.

RE - Objectives

Identify the difference between a fact and belief

Learn about the importance of beliefs in religion (Christianity and Judaism)

To reflect on their own special beliefs

Activities - RE

Children create their own illustrations to highlight key beliefs

- Drama - freeze frame activities showing scenes from the David and Goliath and the Prodigal Son.

Computing - Objectives

- To log in safely. To start to understand the idea of 'ownership' of their creative work.

Know the importance of logging out safely when online.

Art and Design - Objectives

- Use drawing and painting to develop and share their ideas, experiences and imagination.
- Develop a wide range of art and design techniques in using colour, pattern, texture, line and shape.
- Learn about the work of other artists and make links to their own work.

Design and Technology - Objectives

- Use a range of materials and tools to complete practical tasks.

Activities - Computing

Create an online avatar

Learn how to store work online and learn how to use topic templates and icons confidently.

Activities - Art and Design

- Look at the work of famous artists from now and in the past. Use their work to inspire our own creations using different materials such as oil pastels and paints.
- Experiment with various printing techniques.

Possible Activities - Design and Technology

- Look at house design from the period of the Great fire of London. Create models of houses using junk modelling materials.

Maths - Objectives

Number/Calculation

Year 1

Count to and across 100, forwards and backwards, Count, read and write numbers to 100

Find one more and one less

Addition and Subtraction fact upto 20

Solve addition and subtraction problems using pictures and objects.

Year 2

Count forwards and backwards in steps of 2, 5 and 10.

Recognise the place value of each digit in a two-digit number (tens, ones)

Read, write and order numbers to 100 and beyond.

Solve problems with addition and subtraction

Recall and use addition and subtraction facts to 20

Add and subtract 2 digit numbers

Solve problems involving money.

Use <, >

Measurement

Year 1

Solve problems involving weight, length or capacity.

Use language such as heavier than, shorter than.

Know days of the week and, months.

Year 2

Compare and order weight, length and capacity.

Shape

Year 1

Identify common 2D & 3D shapes.

Use language such to describe the position of things eg. next to, under.

Year 2

Identify and describe 2D and 3D shapes.

Make patterns using mathematical objects.

Now and Then

Geography - Objectives

Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom,

History - Objectives

Pupils should develop an awareness of the past, using common words and phrases relating to the passing of time.

They should show an understanding of key events

Understand significant historical events, people and places in their own locality

Physical Education Objectives

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination.
- Participate in team games.

Activities - Geography

Map work - locate London on a map of UK and relate to location to Tiverton.

Write a postcard from London from Travelling Ted

Create a simple information sheet for a tourist about London. **Activities - History**

Look at images of London now and at the time of the Great Fire - how has it changed, what similarities are there and how is it different, how long ago was the Great Fire of London? Use a 'How do we know?' activity. Select four objects, documents or paintings and discover how these help us know about the past. Discuss, ask and research answers to own questions about Great Fire of London. Sequence the events of the GFL in days and create a timeline for the events of the fire based on interactive story.

Possible Activities - Physical Education

English - Objectives

Text Types and outcomes for writing -

Stories with a similar theme - Write our own stories a character who is scared.

- Instructional Texts - to write our own instructions about making coloured rice.
- Recounts - to write a recount of our visit to Knightshayes.
- Poetry - looking at patterns and rhymes in poems and make up our own poem based on ones that we have looked at.

Reading

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

Speaking & Listening

- Articulate & Justify answers
- Initiate & respond to comments (Ask relevant questions)
- Use spoken language to develop understanding
- Maintain attention and participate

Writing

- Spell by segmenting into phonemes
- Learn to spell common 'exception' words
- Begin to link ideas using conjunctions.
- Use appropriate size letters & spaces
- Develop positive attitude & stamina for writing
- Begin to plan ideas for writing (Compose sentences orally before writing)
- Record ideas sentence-by-sentence (Read own writing to peers or teachers)
- Make simple additions & changes after proof-reading

Grammar

- Leave spaces between words
- Use features of standard English (understanding and ability to use four different sentence types) Knowledge of word classes (noun, verb, adjective and adverb)
- Use conjunctions correctly (subordinating and coordinating)
- Expand noun phrases (using adjectives, adverbs)
- Use punctuation correctly including; full stops, capital letters, exclamation marks (in a full sentence e.g. 'What a great friend you are!' question marks, commas (to separate items in a list) and apostrophe (to mark possession and contraction of words)
- Use common plural and verb suffixes

Activities - English

- Write our own story with a character who is scared.
- Write instructions about making coloured rice.
- Write our own poem with a pattern.
- Write a recount about our visit to Knightshayes.

Grammar

Grammar Games

Focusing on an area of grammar in our writing e.g. noun choices or adjectives to improve description.

Using connectives to link sentences in our writing