

# Poles Apart

Hook – Snow Bears video

Lock – Class 2 Assembly

## Possible 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.**
- Relate fractions to turn and time work.
- Use small clocks to show time in a practical way.
- Play What's the time Mr Wolf? and Time Bingo Games.
- Measuring capacity and weight – linked to making party food/cooking.
- Create tally charts and pictograms of favourite foods.

## Maths – Objectives

### Number/Calculation

- Know 2, 5, 10x tables
- Begin to use place value (T/U)
- Count in 2s, 3s, 5s & 10s
- Identify, represent & estimate numbers
- Compare / order numbers, inc. < >
- Write numbers to 100
- Know number facts to 20 (+ related to 100)
- Use x and ÷ symbols
- Recognise commutative property of multiplication

### Fractions

- Recognise and use halves, quarters and thirds (in relation to shape and quantity of number) – understand equivalence of  $\frac{2}{4} = \frac{1}{2}$

### Measure

- Use time and ordering vocabulary
- Count in halves and tell the time to the hour/half hour/quarter hour (Y1)
- Tell the time to the nearest 5 minutes (Y2)
- quarters
- Measure capacity and weight

### Shape

- Identify and describe the properties of 2D & 3D shape
- Order and arrange objects in patterns and sequences
- Describe position, direction and movement
- Measure capacity and weight

### Data Handling

- Interpret tables and pictograms
- Ask and answer comparison questions (relating to data – graphs)
- Ask and answer questions about totalling

## Computing – Objectives

- To understand the functionality of the basic direction keys
- Children know how to add a unit of measurement to the direction in 2Go Challenge 2.
- To understand how to create and debug a set of instructions (algorithm).

To create an e- book using animation and recorded sound

To save changes and overwrite a file.

## Activities – Computing

### Maze Challenges – level 1 – 4 –Purple Mash

Create an e- story book

## Science – Objectives

Identifies that most living things live in habitats to which

they are suited and describes how different habitats provide for the plants, and how they depend on each other.

Identifies and names a variety of plants and animals in their

habitats.

Describes how animals obtain their food from plants and other

animals.

## Activities – Science

Research the habitats, structure and needs of animals living in polar regions

Create a polar animal leaflet using Purple Mash app.

## Physical Education Objectives

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination.
- Participate in team games.
- Create simple sequences in a variety of directions which link simple balances and symmetrical and asymmetrical movement.

## Physical Education

Link balances, rolls and travelling actions together to form a sequence that has a clear beginning, middle and end.

Develop an understanding of symmetrical and asymmetrical shape and incorporate sequences as an individual and with a Partner

## RE – Objectives

explore a range of religious stories and sacred writings, and talk about their meanings  
identify the importance, for some people, of belonging to a religion and recognize the difference this makes to their lives  
*ask and respond imaginatively to puzzling questions,*

## Activities – RE

Follow My Leader- what makes a good leader?  
Drama – freeze frame the story of the call of Moses  
Fishers of Men –make fish to show those who chose to follow Jesus  
Showing kindness towards others – make an 'acts of kindness' tree

## 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, line and shape.
- Learn about the work of other artists and make links to their own work.

## Design and Technology – Objectives

- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where food comes from.

## Possible Activities – Art and Design

- Learn about the colour wheel.
- Experiment with colour mixing.
- Create work around cold and hot colour pallettes.

## Possible Activities – Design and Technology

- Create a habitat for an animal.

## Geography – Objectives

- Use basic geographical vocabulary to refer to physical and human features within the context of Polar regions
- Use world maps, atlases and globes to identify the countries studied at this key stage in the context of polar regions

## History – Objectives

- Learn about the lives of significant historical figures who have contributed to national and international achievements.

## Geography activities

- Draw own settlement maps and locate key places and physical features within a polar region using compass directions and keys
- Research life for a child in the Arctic and draw simple comparisons.
- Make a comparison map between life in the different polar regions
- Pose own questions to ask an Antarctic research scientist.
- **History activities**
- *Research the life of local connections of Robert Falcon Scott*

## English – Objectives

### Text Types and outcomes for writing –

- Opportunities to look at different Information Texts – to write our own information text about our own chosen subject.
- Stories where a character goes on a journey using the book Harold and the purple crayon as a starting point – to write our own story where a character uses their imagination and a crayon to draw a journey.
- Look at how an author uses language to describe objects and create atmosphere, using Jackie Morris' book Tell me a dragon

### 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

### Writing

- Spell by segmenting into phonemes
- Learn to spell common 'exception' words
- Spell using common suffixes, etc.
- 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)

## Possible Activities – English

- Write our own information texts about subjects that interest us.
- Produce information writing about the Arctic and creatures that live there.
- To ask questions and find answers to questions related to our topic and literacy work
- Write our own stories where characters go on journeys and adventures.
- To use adjectives and interesting word choices in our writing.
- **Grammar**
- Grammar Games
- Finding taught grammar in our class story
- Focusing on an area of grammar in our writing e.g. noun choices or adjectives to