

Possible Activities - Science

- Exploring the school grounds for seasonal changes and revisiting throughout the year to look for changes.
- Thinking about different materials and how they are used. Testing the strength of different materials by building walls to withstand 'The Big Bad Hairdryer'
- How do materials change eg. by heating and cooling.
- Making magic potions and slime.

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

- Learn 2, 5, 10x tables (Y2)
- 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 10(Y1)20 (+ related to 100)(Y2)
- Use x and ÷ symbols (Y2)
- Recognise commutative property of multiplication

Fractions

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

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

Science - Objectives

Asking questions and observing closely
Performing simple tests questions
Distinguish between an object and the material from which it is made (Y1)
Identify and name a variety of everyday materials (Y1)
Describe the simple physical properties of a variety of everyday materials (Y1)
Compare and group together a variety of everyday materials on the basis of their simple physical properties.(Y1)
Observe changes across the four seasons (Y1)
Observe and describe weather associated with the seasons and how day length varies (Y1)
Identify and compare the suitability of a variety of everyday materials for particular uses (Y2)
Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching (Y2)

Computing - Objectives

- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- use technology safely and respectfully, keeping personal information private;

Possible Activities - Computing

Log on to computer and learn about password safety.
Create picture of favourite story book characters using painting programs.
Use google maps to find their homes.
Make videos using AR technologies.
Create stories using painting and word processing programs.

Once upon a time All Change! Year 1 and 2

Geography - Objectives

- Use simple fieldwork and observational skills to study the geography of our local area and the key human and physical features of its surrounding environment.
- use basic geographical vocabulary to refer to: key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

History - Objectives

- Think about changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life

Physical Education Objectives

Fundamentals (Running, jumping, throwing, catching) Game Play - Invasion
Multi Skills (Attacking and defending) Game Play - Invasion

RE - Objectives

- Identify what it means to belong to a community
- Recognise that people belong to different faith communities
- Identify the different ceremonies people have to welcome someone into their faith community

Possible Activities - RE

Discuss and draw pictures to show the different communities they belong to
Find out about different artefacts used by faith communities
Watch how a church community prepares for a baptism

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

Design, make and evaluate different products from a variety of materials.
use the basic principles of a healthy and varied diet to prepare dishes

Possible Activities - Art and Design

Learn about the work of Andy Goldsworthy and create own artwork from natural materials.
Using different paints mix colours to make secondary colours and different shades. Explore how different amounts of paint and water make different types of paints.
How do artists use shades of colour to evoke a mood, eg. Picasso's blue period?

Possible Activities - Design and Technology

Construct houses to with stand the Big Bad Wolf.
Design a contraption to catch a gingerbread man.
Cooking Gingerbread men. How do gingerbread men fit into a healthy diet? What would happen if the fox only ate ainqerbread men? How could he have a more healthy diet?

Possible Activities - Geography

- Thinking about where they live, using maps to plot where they live.
- Describe journeys to school and identify key features of the surrounding area.
- Make own maps of familiar areas.

Possible Activities - History

- How did parents/grandpaents get to school?
- What has changed in Tiverton?
- Think about changes in their lives and others around them.
- Think about events and celebrations in the year such as Christmas, November 5th and think about how they are celebrated.

Possible Activities - Physical Education

Swimming
Regular sessions with Mr Williams

English - Objectives

Text Types and outcomes for writing -

- Writing different types of non-fiction including recounts and instruction writing.
- Looking at stories, in particular traditional tales.
- Poetry - using our senses/pattern & rhyme and interesting word choices..

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
- 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)
- 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 verb suffixes such as ed and ing

Possible Activities - English

- Write letters to story book characters.
 - Write character descriptions for story book characters.
 - Read lots of traditional tales.
 - Write instructions of activities such as for cooking gingerbread men.
 - Follow instructions both verbal and written.
 - Write about events and activities.
 - Write poems inspired by Christmas.
 - Create pattern and rhyme poems.
- 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
 - improve description.
 - Using connectives to link sentences in our writing
 - Learn about using conjunctions such as and, because and writing sentences using them eg. writing silly sentences about being late for school using because.