

Science - Objectives

- Distinguish between an object and the materials 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
- Compare and group together a variety of everyday materials on the basis of their simple physical properties
- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
- Identify and name a variety of plants and animals in their habitats, including micro-habitats
- Asking questions and carrying out fair and comparative tests
- Observing and measuring changes
- Identifying, classifying, recording and presenting data
- Drawing conclusions, noticing patterns and presenting findings

Activities - Science

Classify animals in different ways including into fish, amphibians, reptiles, birds and mammals.
Find out about animals that live underground.
Explore what lives in the soil.
Make a class wormery.
Look at materials with a focus on recycling. Which materials can be recycled? Which can't?
Think about why objects are made from certain materials.
Carry out a simple experiment to find out what happens when different materials are buried.
Experiment with making paper aeroplanes, helicopters and parachutes.

Maths - Objectives Year 1

Count to and across 100, forwards and back
Count and write numbers to 100.
1 more or less.
Compare measurements.
Add and subtract within 20.
Solve number problems including those with missing numbers.
Use language related to days, months and years.
Recognise and name common 2D and 3D shapes.
Count in 2s and tens.
Begin to look at the concepts of multiplication and division.
Recognise different denominations of coins.

Additional Year 2 objectives

Count in 5s.
Recognise the value of digits in a 2-digit number (tens and ones).
Compare and order numbers up to 100.
Add and subtract numbers including a 2 digit number and ones, a 2 digit numbers and tens and adding 3 one digit numbers.
Use money in problem solving.
Look at data and answer question.
Look at the properties of 2D and 3D shapes.
Use < and > to compare numbers.
Recall and use multiplication and division facts for 2,5 and 10 times tables.
Solve multiplication and division problems.
Read the analogue clock up to 5 -minute intervals.

Physical Education Objectives

Focus : Multiskills - outdoor education where possible
Travel in different ways with confidence and control
Can send and receive objects
Improve on travel with confidence and skill around, under, over and through climbing equipment
Improve on jumping from different heights
Shows some agility, balance and coordination with control
Shows awareness of space adjusting speed and direction
Improve on controlling objects with pushing, patting, throwing, catching, and kicking
Avoid, chase and dodge
Make up simple games.

RE - Objectives

RE Objectives

What does it mean to belong to a faith community?

- To know that we all belong to something and belonging is an important part of our lives.
- That religious people have signs we can notice about the fact that they belong to a religion
- and how they put their faith into practice

Activities - RE

Create our own 'I belong to' cut out doll

Make a gallery of Christian symbols

Create Islamic calligraphy and share the story of the Boy and the Three stones and trees

Discover how Jews show they belong at Shabbat

English - Objectives

Phonics Yr1 Consolidating previous phonics and learning Phase 5 phonemes.

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, ing,ed,er,est.
- Use appropriate size letters & spaces

Activities - English

- Write a set of instructions for washing a car.
- Write a non-fiction information text about an underground animal.
- Write a biography of Neil Armstrong.
- Write a fictional text following the patterns in a studied text.

Art and Design - Objectives

Use a range of materials creatively to design and make products.
To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Art and Design Activities

Look at work of artists who use recycled objects in their artwork.
Create their own 2D and 3D artwork using recycled materials.

History - Objectives

- a Observe and use pictures, photographs and artefacts to find out about the past;
- a Order dates from earliest to latest on simple timelines;
- b Sequence pictures from different periods;
- a Know and recount episodes from stories and significant events in history.

Underground Overground

Computing - Objectives

Online Safety - Searching and sharing, sending emails using Purple Mash and thinking about what a digital footprint is.

Coding - algorithms, creating computer programme with different features and debugging.

Spreadsheets - exploring different features of spreadsheets and create a table and block graph using a spreadsheet.

Design and Technology - Objectives

Design purposeful, functional, appealing products for themselves and other users based on design criteria.

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

Select from and use a wide range of materials and components. Explore and evaluate a range of existing products

Evaluate their ideas and products against design criteria

Activities - Design and Technology

Look at different ways of encouraging wildlife into the garden. Investigate bug hotels and make own bug hotels.

Activities - History

Look at photographs and films of early flight eg. The Wright Brother's first flight to find out about the past.

Order photographs/pictures such as the Montgolfier brother's balloon flight, the Wright brothers, Apollo flights and place on a timeline.

Recount the achievements and significant events of individuals such as the Wright Brothers, Montgolfier brothers and Neil Armstrong involved in the history of flight.