

Science – Objectives

- Observe changes across the four seasons
- Observe and describe weather associated with the seasons and how day length varies.
- 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.
- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.
- Compare and group together a variety of everyday materials on the basis of their simple physical properties.
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- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

Activities – Science

Photograph school grounds every week and observe the changes over times.
Collect seasonal plants.
Sort objects by their material.
Look at objects around them and consider why they are made from a particular material.
Carry out investigations to find out what materials float and which are magnetic.
Carry out experiments to find out what happens when materials are stretched, bent, twisted and squashed.
Find out what happens when chocolate is heated.

Geography – Objectives

Devise a simple map; and use and construct basic symbols in a key;

Use key vocabulary to demonstrate knowledge and understanding in this strand: compass, 4-point, direction, North, East, South, West, plan, record, observe, aerial view, key, map, symbols, direction, position, route, journey, the UK, changes, tally chart, pictogram, world map, country, continent, human, physical.

Use simple fieldwork and observational skills to study the geography of the surrounding area, including key human and physical features, using a range of methods.

Activities – Geography

Look at a range of maps including google maps, atlases, sketch maps, aerial views and plans.

Draw maps and make maps using construction toys.

Make a map, take an aerial view photo and then make a map with a key.

Make a map with a key of the school grounds.

Maths Year 2 – Objectives

- recognise the place value of each digit in a two-digit number (tens, ones)
- use place value and number facts to solve problems
- recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
- find different combinations of coins to equal the same amounts of money
- solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
- ask and answer questions about totalling and comparing data
- count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward
- recognise odd and even numbers
- recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables.
- solve problems involving multiplication and division.
- recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity
- write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$
- tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times

Art and Design – Objectives

- Name the primary and secondary colours.

Experiment with different brushes (including brushstrokes) and other painting tools.

Mix primary colours to make secondary colours.

Add white and black to alter tints and shades.

Learn about the work of other artists and make links to their own work.

Design and Technology – Objectives

Cut, shape and score materials with some accuracy; assemble, join and combine materials, components or ingredients.

Build simple structures, exploring how they can be made stronger, stiffer and more stable.

Begin to use simple finishing techniques to improve the appearance of their product, such as adding simple decorations.

Activities – Art and Design

Learn about different artists and art movements such as impressionism, pointillism and Mondrian through the computing sequence.

Learn about primary and secondary colours and use paint to mix different colours. Explore mixing different shades of colour using paint.

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?

Activities – Design and Technology

Explore effective ways of joining paper and thin card.

Learn to score card.

Construct a house to withstand 'The Big Bad HairDryer'

Maths Year 1 – Objectives

- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- given a number, identify one more and one less
- represent and use number bonds and related subtraction facts within 20
- solve one-step problems that involve addition and subtraction.
- count, read and write numbers to 100 in numerals; count in multiples of twos and tens
- count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens
- solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher
- recognise, find and name a half as one of two equal parts of an object, shape or quantity
- recognise, find and name a quarter as one of four equal parts of an object, shape or quantity
- recognise and know the value of different denominations of coins and notes
- tell the time to the hour and half past the hour and draw the

Activities – History

Talk about their memories of nursery, school and family lives.

Make a simple timeline of their lives demarcated in single years.

Describe changes in their lives.

Make a class timeline of their lives.

Invite guests to talk about what life was like at Bolham School in the past.

Look at photographs of Bolham School in the past.

History – Objectives

Describe memories and changes that have happened in their own lives.

Sequence artefacts and events that are close together in time.

Recognise some similarities and differences between the past and the present.

Observe and use pictures, photographs and artefacts to find out about the past.

Computing – Objectives

2.4 Questioning -Use and create pictogram, use 2Question to make binary trees and use 2Investigate to use a database.

2.5 Effective Searching -How to search safely on the internet.

2.6 Creating pictures

Use 2Paintapicture to create paintings in different styles, use pattern and collage functions.

English – Objectives

Traditional Tales – The Jolly Postman

Reading a wide variety of Traditional Tales.

Looking at features of Traditional Tales.

Comparing characteristics of Non-fiction and Traditional Tales.

Writing Outcomes

- Write a letter from The 3 Bears to Goldilocks.
- Writing a list poem.
- Write a postcard to children at Wilcombe School.
- Retell part of a Traditional Tale.
- Write a character description of the Wolf.
- Write invitations and cards.

Phonics Yr1 Consolidating Phase 4 and 5 phonemes and tricky words.

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

Physical Education

Gymnastics & Dance

Swimming – Year 1

RE – Objectives

Recognise the words of the Shema as a Jewish prayer

Re-tell simply some stories used in Jewish celebrations (e.g. Chanukah)

Give examples of how Jewish people celebrate special times (e.g. Shabbat, Sukkot, Chanukah)

Make links between Jewish ideas of God found in the stories and how people live

**Once upon a time
All Change!
Year 1 and 2**