

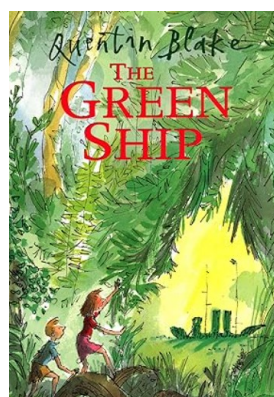
English

Reading

- Understand meaning of unfamiliar vocabulary.
- Find and retrieve answers from a text including inference.
- Make links between stories/texts.

Writing

- Know how to structure a sentence with all of the relevant punctuation including question marks and exclamation marks.
- Use apostrophes for contraction and possession.
- Use expanded noun phrases for effect.
- Sentence openers including adverbs.
- Write a persuasive letter.
- Use subordination in sentences using - when, if, because.



Geography

- Describe how daily **weather patterns** change over time, and how weather may be different in **inland/coastal** areas.
- Identify ways in which we learn about the weather, then make **pre-dictions** about the weather which are helpful.
- Begin to find out about ways in which the weather during each **season** in **equatorial** and **polar regions** differs from the weather in the **United Kingdom**.

Woodpeckers

Summer 1

Weather

Maths

Year 1

- Measure lengths in cm.
- Measure and compare mass and volume
- Count in 2s, 5s and 10s.
- Make arrays, make doubles, make equal groups.
- Recognise and find half and a quarter of a shape and quantity.

Year 2

- Solve problems involving multiplication and division.
- Measure in cm and m; g and kg; ml and l.
- Recognise and find a half, a quarter, a third and two thirds.
- Understand unit and non-unit fractions.
- Count in fractions up to a whole.
- Revise time.

Science

- Know that changes in spring can be described using observation skills.
- Know that **weather** in spring can be mixed, with periods of **wind, rain** and **sunshine**
- Collect and **measure** rain using a rain **gauge**.
- Know the signs of **summer**.
- Understand and measure **temperature** using a **thermometer**.
- Know that **day length** is longer in the **season** of summer and this means that it is darker later.

Additional vocabulary: **light, time** and **flowers**.

Music

- **Listen** to music and make comparisons.
- Create and **perform** from written symbols with an awareness of **pitch**.
- Add **accompanying** sounds to a **melody**.
- Respond to music showing an awareness of pitch, **dynamics** and **tempo**.
- Explore **stick notation** with a good awareness of a steady **pulse**.
- **Compose** and perform a piece of music that tells a story.

DT

- Explore the history of different **kites** and what they look like.
- Explore **materials** used to make simple kites.
- **Make** a simple **Carp** Kite.
- Explore designs of **diamond** kites.
- **Construct** a kite by following a **design**.
- **Evaluate** a finished **product**.

Additional vocabulary: **gluing, nailing** and **attaching**.

RE

- Engage with the concept of **joy** in relation to the **Torah**.
- Enquire into the importance of the Torah to the **Jewish** community.
- Explore the story of **Moses**, the leader and teacher from the Torah.
- Explore how the Torah is shown respect in the **synagogue**.
- Explore aspects of the Torah in Jewish daily life.

Computing

- Use a **computer** to write.
- Add and remove **text** on a **computer**.
- Identify that the look of text can be changed on a computer
- Use **'Undo'** to remove changes.
- Compare **typing** on a computer to writing on paper.

Additional vocabulary: **word processor, typing, double-click, dragging, font, bold, italic, underline, keys** and **keyboard**.

PE

- **Defend** space using the ready position.
- Play against an **opponent** and keep the **score**.
- Explore **hitting** with a **racket**.
- Develop racket and ball skills.
- Develop **sending** a ball using a racket and hitting over a net.