

## English

### Reading

- Know how to decode words using sounding out and blending.
- Know how to read some Year 1 common exception words.
- Know the sequence of events in a story and be able to talk about them.

### Writing

- Know how to use adjectives and a wider range of vocabulary when writing sentences.
- Know and use letter names to distinguish between alternative spellings of the same sound.
- Write a set instructions.

## Science

- Ask simple questions.
- **Observe** closely, using simple equipment.
- Perform simple **tests**.
- Use observations and ideas to suggest answers to questions.
- Gather and **record data** to help in answering questions.

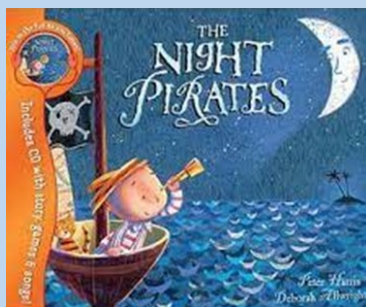
## RE

- To know that **Jesus** was a friend to people without friends.
- To know that **Christians** believe Jesus brought good news.
- Understand what Jesus believed about **forgiveness**.
- Find out about the work of a **Christian charity**.
- To know how Christians ask for forgiveness from **God**.
- Understand that **prayer** is important to Christians in asking for forgiveness.
- To find out what Christians think about **Church**.

## Art / DT

- Use own ideas to **design** something and describe how it works.
- Know how to design a product which moves.
- Make a simple plan before making .
- Know how to choose appropriate resources and tools.
- Know how to explain what went well with their work.
- Create products using **levers, wheels** and **winding mechanisms**.

### Woodpeckers Summer 2 Wonderful Water



## Music

- **Compose** a sequence of sounds to create music.
- Be able to follow a visual **score**.
- Choose symbols to compose and **perform** a score.
- Play keeping a steady **pulse**.

## PE

- **Throwing** and **catching, kicking, dribbling** with hands and feet, **dodging** and a finding space.
- Co-operation, communication, supporting and encouraging others.
- Honesty and fair play.
- Running at varying speeds, **agility, balance, jumping, hopping and leaping in combination** and for distance, throwing for distance.

## Maths

### Year 1

- Make arrays.
- Recognise and find a half and a quarter of an object, shape and quantity.
- Describe turns and position.
- Know Tens to 100.
- Partition into tens and ones.
- Recognise and count in coins and notes.
- Know the days of the week and months of the year.
- Tell the time to the hour and half hour.

### Year 2

- Understand unit and non-unit fractions.
- Count in fractions up to a whole.
- Draw and interpret tally charts, block diagrams and pictograms.
- Describe movement and turns linked to position and direction.
- Revise time.
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## Geography

- Know the names of the five **oceans** of the world .
- Name the three main **seas** that surround the UK .
- Know where the **equator, North Pole** and **South Pole** are on a **globe** .
- Use world maps, **atlases**.

## Computing

- Choose a **command** for a given purpose.
- Create simple actions that require **user input**.
- Show that a series of commands can be joined together.
- Explain that each **sprite** has its own **instructions**.
- Control motion by specifying the number of steps to travel.
- Create **algorithms**.