

English

Reading

- Know how to decode unfamiliar words using sounding out and blending.
- Understand meaning of unfamiliar vocabulary.
- Find and retrieve answers from a text including inference.



Writing

- Know how to structure a sentence with all of the relevant punctuation including question marks.
- Use apostrophes for contraction.
- Form letters and numbers correctly.
- Write a narrative and a non-chronological report about plants.

PSHE

- Money sense.
- Understand that money is paid for work.
- Know what saving money is.
- Know the difference between need and want.

Key vocabulary: earning, acquiring, saving, budgeting.

Art

- To create a painting in the style of pointillism.
- Know who Georges Seurat was and his painting style.
- Sketch a daffodil.
- Paint different colours to create another colour.

Key vocabulary: pointillism, effect.

Maths

Year 1

- Partition into tens and ones.
- Know the numberline to 50.
- Find doubles and use near doubles.
- Subtract by finding the difference.
- Measure lengths in cm.
- Measure and compare mass and volume

Year 2

- Revise odd and even numbers.
- Learn and practice 2, 3, 5 and 10 times tables and know the corresponding division facts.
- Learn multiplication through equal groups.
- Count and draw arrays to solve multiplication questions.
- Revise doubles and halves.
- Learning division through sharing and grouping.
- Solve problems involving multiplication and division.
- Measure in cm and m; g and kg; ml and l.

Woodpeckers

Spring 2

Dare to be Different.

History

- Learn about the lives of significant people who made a difference. Marie Curie, the Wright brothers and Rosa Parks.
- Know when they lived.
- Know the country they lived in.
- Understand the contributions that they made and the legacy they left.
- Understand the changes that happened as a result of their work.

Additional key vocabulary: radioactivity, x-ray, aviation, biplane, segregation, boycott, civil rights, pioneer.

Music

- Learn how songs and music communicate different emotions.
- Change **timbre and dynamics** of their voice to convey a mood.
- Use **graphic symbols and musical doodles**.
- **Compose and improvise** music to depict different weathers.
- Understand the role of a **conductor**.
- Create a simple **soundscape**.

Computing

- To recognise that we can count and **compare** objects using **tally charts**.
- To recognise that objects can be **represented** as pictures.
- To create a **pictogram**.
- To select objects by **attribute** and make comparisons.
- To explain that we can present **information** using a computer.

Science

- Understand that plants grow from seeds and bulbs.
- That seeds are different and that seed packets give information on how to plant, look after and harvest.
- Carry out a fair test to investigate conditions needed for germination.
- Know about seed dispersal.
- Keep a plant diary to track the growth of the plant they are growing.

Additional key vocabulary: bulbs, seeds, dispersal, harvest, germination, seedling, growth, leaves, stem, shoots, roots.

PE (invasion games and gymnastics)

- Perform shapes and link them together.
- Create balances and travelling actions.
- Perform rolling, **take-off and landings** when carrying out jumps.
- Know the difference between **attacking** and **defending** and the different positions for each.
- Work as a supportive team member.

RE

- Recognise that Incarnation and **Salvation** are part of a 'big story' of the Bible.
- Tell stories of **Holy Week** and **Easter** from the Bible and recognise a link with the idea of Salvation (Jesus rescuing people).
- Recognise that Jesus gives instructions about how to behave.
- Give at least three examples of how **Christians** show their beliefs about Jesus' death and **resurrection** in church worship at Easter.

Additional key vocabulary: crucifixion, disciple