Computing

Kapow Catch Up Unit 1

- To improve mouse skills and login
- To improve mouse skills: click and drag
- To know what an algorithm is
- To use a branching data base

Children will use a variety of programmes and become familiar with:

- Sketch pad
- Beebots •

- Art and Design
- To plan, record and annotate with labels or notes of initial ideas in sketch books.
- To select, cut, tear and overlap multiple layers of colours.
- To select from a range of materials including paper, card, textiles and decorative items
- To draw lines with different grades of pencil
- To communicate something about themselves through their drawing, demonstrating a growing level of detail

Religious Education

- To consider how we care for others and the world and the reasons
- To re-tell Bible stories and stories from another faith about caring for others and the world.
- To identify ways that some people make a response to God by caring for others and the world.
- To discuss issues of good and bad, right and wrong arising from the stories.
- To discuss texts from different religions that promote the 'Golden Rule', and think about what would happen if people followed this idea more.
- To use creative ways to express their own ideas about the creation story and what it says about what God is like

PSHE

Families and Relationships inc differences

- Understand that families offer love and support and that different families may be made up of different people.
- Consider what friends may be thinking and feeling in different situations
- Recognise some issues that may occur in friendships and which of these may need adult help to resolve. • Understand that expectations of manners may
- change according to the situation.
- Know that remembering people who were important to them but are no longer here can cause a mixture of emotions
- Explain what gender stereotypes are in relation to career

Music

- To show how sounds can represent different moods
- To perform and compose call and response pieces
- To understand how timing is important

Eco Topic/British Values

- Tolerance of faith and beliefs
- Mutual Respect
- The Rule of Law
- Individual Liberty

- To add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two digit number and ones; a two digit number and tens; two, two digit numbers; adding three one digit numbers.
- To recognise and use the inverse relationship between addition and subtraction and to check calculations and solve missing number problems.
- To solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, guantities and measures; applying their increasing knowledge of mental and written methods.

Science

Everyday materials

- To identify a variety of everyday materials
- To compare the suitability of a variety of materials
- To find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

Working scientifically

- To perform simple comparative tasks
- To communicate ideas

Dance

- To use coordination •
- To develop core strength •
- To link actions •

Multi Skills

- To throw, catch and bounce a ball •
- To use catching skills for a variety of objects

ΡE

- To choose and apply skills to make up games •
- To describe and teach games to others •

English

Year 2

The Riotous Royals

'Journey' by Aaron Becker "The Magic Finger " by Roald Dahl The Birthday Crown by Davide Cali

- Descriptive writing •
- Retelling a story •
- Discussing characters' point of view, • thoughts and feelings
- Debate/persuasive writing ٠
- Predictions

To to reading beain practise comprehension skills

To begin practise cursive handwriting To revise punctuation, capital letters for proper nouns, the start of sentences and use of question and exclamation marks.

History

British Kings and Queens

- To know where people and events fit into a chronological framework
 - To develop an awareness of the past and the passing of time
- To recognise key features of a family tree
- To identify significant British monarchs
- To compare Tudor and Victorian monarchs

Mathematics

Number - place value

• To count in steps of 2, 3 and 5 from 0 and in tens from any number, forward and backward.

- To recognise the place value of each digit in a two digit number (tens, ones)
- To identify, represent and estimate numbers to 100 using different representations including the no. line.
- To compare and order numbers from 0 up to 100; use <, > and = signs.
- To read and write numbers to 100 in digits and words. To use place value and number facts to solve problems.

Number - addition and subtraction

- To recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.
- To show that the addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.