

## History

I can find historical evidence from pictures and artefacts.

I know some significant people in History.

I know what significant means and why some people are significant.

I can put significant Kings and Queens in chronological order.

I can put the significant events in the life of Elizabeth 2nd in chronological order.



## Art

I can find shapes and patterns on buildings and talk about them.

I can compare the work of two artists.

I can say what I like and dislike about a piece of art and give reasons for this.

I can create different patterns.

I can use shapes to create a picture in the style of Paul Klee.

I can use watercolours to create different shades and tones.

I can evaluate my own work.

## PSHE

- I know how rules and restrictions help me to keep safe (e.g. basic road, fire, cycle, water safety; in relation to medicines/ household products and online).
- I can identify risky and potentially unsafe situations (in familiar and unfamiliar environments, including online) and take steps to avoid or remove themselves from them.
- How to resist pressure to do something that makes them feel unsafe or uncomfortable, including keeping secrets
- How not everything they see online is true or trustworthy and that people can pretend to be someone they are not.
- I know how to tell a trusted adult if they are worried for themselves or others, worried that something is unsafe or if they come across something that scares or concerns them.

## PE

In PE we are continuing with Real Gym. The children will learn how to travel in a variety of ways and jump and land safely.

Through the Real Gym Physical Cog the children will;

- Move confidently in a variety of ways.
- Perform a small range of skills and link two movements together.
- I can perform a range of skills with some control and consistency.

## Geography

- I can use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.
- I can use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.
- I can name key human features including: city, town, village, factory, office and shop.
- I can use simple compass directions (North, South, East and West) and locational directional language to describe the location of features and routes on a map.



Please look at the website for more information about specific subjects.



# Year 1

# Literacy

# Year 2

Story writing & Character descriptions

Diary Writing

Poetry -Potions and spells

Descriptive writing based around a setting

Explanatory Writing - How to defeat a witch

## Expectations

- Leaving spaces between words
- Joining words and joining clauses using and
- Beginning to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark
- Using a capital letter for names of people, places, the days of the week, and the personal pronoun 'I'

## Expectations

- Consider what they are going to write before beginning by:
- Planning or saying out loud what they are going to write about
  - Writing down ideas and/or key words, including new vocabulary
  - Encapsulating what they want to say, sentence by sentence
  - Make simple additions, revisions and corrections to their own writing by:
  - Evaluating their writing with the teacher and other pupils
  - Re-reading to check that their writing makes sense and that verbs to indicate time are used correctly and consistently, including verbs in the continuous form
  - Proof-reading to check for errors in spelling, grammar and punctuation for example, ends of sentences punctuated correctly, subordination and coordinating extended noun phrases
  - Read aloud what they have written with appropriate intonation to make the meaning clear

# Year 1

# Maths

# Year 2

Addition and Subtraction-

- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
- Add and subtract one-digit and two-digit numbers to 20, including 0.
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations.

Geometry: Shapes-

- Recognise 2-D and 3-D shapes and describe some of their properties (vertices, faces, edges, sides).

Multiplication and Division-

- Count in steps of 2, 5 and 10 and use this to solve problems.
- Solve one-step problems involving multiplication, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

Geometry: Direction-

- Describe position, directions and movements, including whole, half, quarter and three-quarter turns.

Measures: Time

- Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

Measures: Capacity and Temperature-

- Compare, describe and solve practical problems for capacity and volume.
- Measure and begin to record capacity and volume.

Addition and Subtraction-

- Solve problems with addition and subtraction using concrete objects and pictorial representations, including those involving numbers, quantities and measures.
- 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.
- Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.

Geometry: Shape-

- Identify and describe the properties of 2-D and 3-D shapes.
- Identify 2-D shapes on the surface of 3-D shapes.
- Compare and sort common 2-D and 3-D shapes and everyday objects.

Multiplication and Division-

- Recall and use division facts for 2, 5 and 10 multiplication tables, including recognising odd and even numbers.
- Calculate mathematical statements for division within the multiplication tables and write them using division and equals signs.
- Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.
- Solve problems involving division.

Geometry: Direction

- Order and arrange combinations of mathematical objects in patterns and sequences.
- Use mathematical vocabulary to describe movement.

Measures: Time-

- Tell the time to the quarter hour / 5 minute intervals.

Measures: Capacity and Temperature

- Choose and use appropriate standard units to estimate and measure temperature and capacity to the nearest unit using thermometers and measuring vessels.

The home learning for this unit can be found on the website with the Knowledge Organisers