

English

See separate tracking documents

Maths – Year 1 - Count to and across 100 from any number, Count, read and write numbers to 100 in numerals, Read and write mathematical symbols: +, - and =, Identify "one more" and "one less", Use number bonds and subtraction facts within 20, Add and subtract 1-digit and 2-digit numbers to 20, including zero, Recognise and name common 2-D shapes, Recognise and name common 3-D shapes **Year 2** - Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward Recognise the place value of each digit in a two-digit number Compare and order numbers from 0 up to 100; use and = signs Use place value and number facts to solve problems; recall and use addition and subtraction facts to 20 fluently, and derive and use related facts to 100 Add and subtract numbers using concrete objects, pictorial representations, and mentally Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems, Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces

History

Answer questions using an artefact/photograph provided, including an event beyond living memory Explain that there are different types of evidence and sources that can be used to help represent the past Start to compare two versions of a past event Start to use stories or accounts to distinguish between fact and fiction Describe memories of key events in lives and order chronologically on a mini timeline Sequence pictures from different period Recount the life of someone famous from Britain who lived in the past using different resources to help them Understand that there are reasons why people in the past acted as they did Know and recount episodes from stories and significant events in history

Music

Clap short rhythmic patterns Use instruments to perform a simple piece Respond to musical indications about when to play or sing Perform a steady rhythm to a pulse Play simple rhythmic patterns on an instrument Sing/ clap a pulse increasing or decreasing in tempo Repeat (short rhythmic and melodic) patterns Make a sequence of sounds Show sounds by using pictures Order sounds to create a beginning, middle and end Recognise repeated patterns Follow instructions about when to play or sing

Art & Design

Draw lines of varying thickness Experiment with drawing with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, pen, chalk. Develop a range of tone using a pencil and use a variety of drawing techniques such as: hatching, scribbling, stippling, and blending to create light/ dark lines.

Superheroes

Autumn 1 2023

Learning Objectives

RE

Year 1 - Retell the story of creation from Genesis 1:1–2.3 simply. (K2)/Recognise that 'Creation' is the beginning of the 'big story' of the Bible. (K2)/Say what the story tells Christians about God, Creation and the world (K2) **Year 2** - Say what the story tells Christians about God, Creation and the world. (K2)

Design & Technology

Begin to draw on their own experience to help generate ideas and research conducted on criteria, Explain how their products will look and work through talking and simple annotated drawings, Make models, templates, and mockups of ideas on card, paper or using ICT (when relevant) Select from a range of materials, textiles, components, and tools appropriate for completing their projects, With help measure, mark out, cut and shape a range of materials, Begin to assemble, join, and combine materials and components together using a variety of temporary methods e.g., glues or masking tape, Start to evaluate their product through discussion, comparisons, and simple written responses as to how well it works in relation to the purpose/design criteria, Begin to evaluate their products as they are developed, identifying strengths and possible changes they might make next time, Talk about and start to understand the simple working characteristics of materials and components

Geography

Use plan view or aerial photos to recognise landmarks and to describe geographically the human and physical features Name the world's oceans and find them in an atlas Find where they live on a map of the UK Answer simple questions regarding straight forward geographical patterns e.g., what are the busiest times at the park?

PE

See separate tracking document

Heart Smart/RSE

Get HeartSmart Children learn that many of the choices they make affect their hearts and the hearts of those around them **Power Plus** Children learn how they use their power in positive and negative ways **Heart decisions** Children learn that decisions they make can affect their reputation **Bright hearts** Children learn that what is in their hearts gets played out through their words and actions **Love map** Children learn how to identify special people and how they show us love **Face Plate** Children learn how to make healthy choices to contribute to a healthy diet

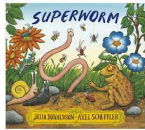
Science

Year 1 - Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)/Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals/Identify and name a variety of common animals that are carnivores, herbivores and omnivores/Identify and classify with some support/Begin to observe and identify, compare and describe/Begin to use simple features to compare objects, materials and living things and, with help, decide how to sort and group them **Year 2** - Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)/Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food/Notice that animals, including humans, have offspring which grow into adults/Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)/Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene

Computing - Year 1

Give simple instructions to everyday devices to make things happen Make choices to control simple models or simulations Solve a problem using ICT Understand what an algorithm is (a sequence of instructions or set of rules for performing a specific task) (out of the context of programming) Understand that algorithms need to be precise, simple, clear and limited. Understand that an algorithm is implemented as program on a digital device Input simple instructions (into programmable device or coding program) to see what happens Write/input a simple a program/code (no desired outcome) **Bee-Bots** Give commands including straight forwards/backwards/turn one at a time Explore what happens when a sequence of instructions is given Give a set of simple instructions to follow a task Give a set of instructions to form simple geometric shapes Improve/change their sequence of commands **Year 2** Understand what algorithms are, how they are implemented as programs on digital devices and that programs execute by following a sequence of instructions Use logical reasoning to predict the behaviour of simple programs Follow and predict the outcome of an program Write/input and test a simple a program/ code to achieve a desired outcome (ensuring it is precise, simple, clear and limited) Identify a bug in my programme/code (where the algorithm has gone wrong/not achieved the desired outcome) Debug a program (fix it by changing algorithm)

English



Maths

Year 1 – Place Value within 10, Addition & Subtraction within 10, Geometry - Shape

Year 2 – Place Value, Addition & Subtraction, Geometry – Properties of Shape

History

Real life Superheroes

Develop an awareness of the lives of significant individuals in the past who have contributed to national and international achievements

Recap how Florence Nightingale

Improved nursing

Learn about Mary Seacole and how she improved nursing, make a timeline of her life

Learn about important medical developments from 1850s to present day and develop a knowledge of Jennifer Worth

Think about nurses today. Compare the role of nurses from the different periods.

Music

Pitch & Tempo (Superheroes)

High fliers- Introduce the concept of pitch. Recognise low and high sounds in a superhero theme tune

Pitch patterns – Use understanding of pitch to create a simple superhero theme tune using a low note and a high note
Faster than a speeding bullet – Develop superhero theme tunes by adding tempo changes to make them sound more exciting

Superhero theme tune – consider the features of superhero theme tunes then create own superhero compositions in groups

Final performance – perform theme tune compositions, feedback to peers commenting on pitch and tempo in the pieces

Art & Design

Cartoon self-portraits (drawing)

Look at features of cartoons (bright, bold colours, thick outlines). Follow DrawDoodleArt on YouTube to draw an easy cartoon face

Cartoon yourself using a filter on the iPad or Chromebook and print them out. Fold the photo to make a nine square grid and do the same on a piece of paper

Draw your cartoon self using the grid method to help with proportions and features.

Superheroes

Autumn 1 2023

RE

Creation – Who made the world?

God created the universe

The Earth and everything in it are important to God

God has a unique relationship with human beings as their Creator and Sustainer

Humans should care for the world because it belongs to God



Design & Technology

Balloon powered vehicles



Investigate balloon-powered cars and find out what materials you are going to need. Play around with balloons
Design a balloon-power car, labelling which materials they have used and why
Follow instructions to make your balloon-power car

Experiment with your car and perform test to see how far it goes, can it carry something, does adding pvc pipe make the car travel further?

Geography

Flying over the world

Look at the globe and say where you live and where you've been on holiday
Names the continents and 5 oceans of the world

Use Go Jettors to look at some countries and famous landmarks across the world based on the children's interests



PE

Gymnastics
Multi - skills

Heart Smart/RSE

Get Heart Smart
My Heart Smart Tool Belt
Becoming Boris
Fill Boris' Toolbox
How do they feel?
My heart is full
Heart Hunt



Science

Animals including Humans - Year 1

Observing animals, knowing the different animal groups/Comparing animals and sorting them into their groups/Animal diets, identifying carnivores, omnivores, and herbivores/Identifying and names parts of the human body/Identifying and naming the 5 senses and which body part is associated with that sense **Year 2** – Table of needs and wants for understanding the basic needs of animals including humans for survival

Posters to show and describe the importance for humans of eating the right amounts of different types of food/Posters to describe the importance of exercise for humans/Joe Wicks Workout!/Name and describe the uses for things such as soap, toothbrush to understand the importance of hygiene for humans

Computing

Year 1 & 2 - Coding (Computer Science)

Year 1 – Instructions/Objects & Actions/Events/When Code Executes/Setting the scene/Using a plan

Year 2 – Algorithms/Collision Detection/Using a timer/Different object types/Buttons/'Smelly Code' debugging

