Science

Animals including humans- identify, name, describe and compare different animals including humans.

Computing

Computer Science- understand what algorithms are, how they are implemented and that programs execute by following precise and unambiguous instructions.

Maths

Year 1

Geometry- recognise and name common 2-D and 3-D shapes, including: 2-D shapes and 3-D shapes and describe position, direction and movement.

Fractions- recognise, find and name a half as one of two equal parts of an object, shape or quantity and recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Measurement – compare, describe and solve practical problems for: lengths and heights, mass/weight, capacity and volume and time. Measure and begin to record: lengths and heights, mass/weight, capacity and volume and time. Recognise and know the value of different denominations of coins and notes, sequence events in chronological order, recognise and use language relating to dates and tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

Year 2

Geometry- identify, describe, sort and compare 2-D shapes and 3-D shapes and everyday objects. Order and arrange combinations of mathematical objects, use mathematical vocabulary to describe position, direction and movement. Fractions- recognise, find, name and write fractions of a length, shape, set of objects or quantity and recognise the equivalence.

Measurement- choose and use appropriate standard units to estimate and measure length/height, mass, temperature and capacity. Compare and order lengths, mass, volume/ capacity and record the results. Compare and sequence intervals of time, tell and write the time to five minutes and know the number of minutes in an hour and the number of hours in a day.

Art

Portrait drawings

Design and Technology

Cooking—making hummus and healthy wraps

Changes

Kingfishers Class - Year 1 and 2 Summer term

Christian Values: Wisdom and Endurance

Learning powers:

Be curious—Claire the camel

Enjoy learning—Edward the elephant





PE/Outdoor games

Athletics and team building

Music

English

Writing

Texts:

Retelling a traditional tale

Newspaper article

Reading - VIPERS

Little Red Riding Hood

Noun and verb phrases

Grammar, Punctuation and Spellings

mation marks and question marks

Past and Present tense including progressive form

Capital letters, commas in a list, full stops, excla-

Wanted poster

Conjunctions

Choose and comment on sound representations, suggest symbols or movements to represent sounds, recognise changes in timbre, tempo, pitch and dynamics, sing in tune and perform actions, recognise rhythmic patterns, understand how to play a musical instrument, control changes in timbre, tempo, pitch and dynamics and perform simple patterns.

Languages

Count to 40

Retelling the story of the 'Three Little Pigs'

Enrichment

Sports day

Visitor to talk about leadership

Bible Links: James 3: 17—Wisdom Isaiah 40: 31



History

Victorians—Is our school similar to a Victorian school?

Geography

Place knowledge-comparing Newbury and Brazil

RE

Are some stories more important than others? Do we need shared special places?

PSHE

Health and Wellbeing-how to keep healthy; recognising what makes you unique and special; managing when things go wrong; how rules and age restrictions help us.

How to help at home - see Class page for further details.

Daily reading

KIRFs - weekly practice of terms objective

Spellings - daily practice

Vocabulary

Please see the vocabulary list that will support your child's learning in Science next term.

Please discuss what each word means and use it in context.

human

carnivore

herbivore

omnivore

amphibian

reptile

mammal

offspring