

Art & Design:

Spring 2

*to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
*to use drawing, painting to develop and share their ideas, experiences and imagination about the work of a range of designers, describing the differences and similarities

Computing:

Spring 1&2

*use technology purposefully to create, organise, store, manipulate and retrieve digital content.
* recognise common uses of information technology beyond school

RE: Christianity

Spring 1

*Why is the bible/ biblical stories important/ sacred to Christians?
*How Christians use the bible in church and at home to teach people through stories

Spring 2

*Stories of the life of Jesus
*Stories Jesus told

PSHE:

Spring 1: Good to be Me

Spring 2: Getting on & falling out

Maths:

White Rose Maths

MFL:

Developing vocabulary

Geography:

Spring 1

*understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

*Seasonal and weather patterns of 2 places hot.

*key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather

*Locate continents and 5 oceans

English:

Spring 1

Quest and Journey Tale: Where The Wild Things Are
Instructions: How to catch a Wild Thing & Pancake Making

Spring 2

Non-chronological Report: The Ruffin

Phonics: Read Write Inc.

Music:

Spring 1

*Play tuned & un-tuned instruments musically
*Listen & understand live & recorded music

Spring 2

*experiment with, create, select and combine sounds using the inter-related dimensions of music.
*Sing songs

History:

Spring 2

*significant historical events, people and places in their own locality.

Bletchley Park: The Codebreakers

Design Technology:

Spring 1

*use the basic principles of a healthy and varied diet to prepare dishes
* understand where food comes from.

Pancake making and toppings

*design purposeful, functional, appealing products for themselves and other users based on design criteria

Packaging for Pancakes

Science:

Spring 1

Animals, including humans

* 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

*describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)

*identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense

Spring 2

Seasonal Change

*observe changes across the four seasons

*observe and describe weather associated with the seasons and how day length varies.