**Curriculum Overview Chestnut Class** Spring Term 2 2019 **Travelling through time – The Coast** Reading English Grammar Art & Design Match graphemes for phonemes • Leave spaces between words Writing Read accurately by blending sounds Use.?!, and ' • Name letters of the alphabet Use a range of materials Read words with common suffixes Use capital letters for proper nouns • • Spell very common exception words Use common plural & verb prefixes Use drawing, painting and sculpture Read contractions & understand • Spell days of the week purpose • Use simple conjunctions Develop techniques of colour, pattern, texture, line, Use common prefixes and suffixes Read phonics books aloud Begin to use expanded • shape, form and space Form lower case, capital letters and Link reading to own experiences noun phrases • Learn about a range of artists, craftsmen and digits correctly Join in with predictable phrases Use some features of • designers Compose sentences orally before Discuss significance of title & events standard English • writing Make simple predictions Speaking & Listening Read own writing to teachers and peers Listen and respond appropriately Develop phonics until decoding secure Ask relevant questions Spell by segmenting into phonemes ٠ Read common suffixes • Maintain attention and participate Learn to spell some common exception • • Read & re-read phonic appropriate Articulate and justify answers ٠ words books, become familiar with & retell **Design & Technology** Spell using common suffixes Initiate and respond to stories comments Use appropriate size letters & spaces Year 1 Read common exception words • Develop stamina for writing Jse spoken language to Design purposeful, functional and appealing products Discuss & express views about fiction, • Record ideas sentence-by-sentence develop understanding Generate, model & communicate ideas non-fiction & poetry Use a range of tools & materials to **Mathematics** complete practical tasks Year 1 **Measures** Number/Calculation • Evaluate existing products Year 2 • Choose and use appropriate Year 2 and own ideas • Count to/across 100 standard units to estimate **Number - fractions** Build and improve structure and Count in 1s, 2s, 5s and 10s • and measure length/height, • Know the 2, 5 and 10x tables mechanisms Use +, - and = symbols mass, temperature, capacity • Recognise, find, name and write Understand where food comes from • Know number bonds to 20 using rulers, scales, fractions 1/2, 1/3, 1/4, 2/4, and 3/4 of a thermometers and Add and subtract one-digit and two-• length, shape, set of objects or measuring vessels. digit numbers to 20, including zero quantity Compare and sequence Solve one-step problems, including Write simple fractions and recognise intervals of time simple arrays Music Languages Modern the equivalence of 2/4 and  $\frac{1}{2}$ Tell and write the time to five **Measures** minutes, including quart Compare, describe and solve practical • past/to the hour problems for length, height, mass, Know the number of minutes capacity and volume in an hour and the number Measure and begin to record lengths Not required at KS1 hours in a day. and heights, mass, capacity and volume Science History Year 1 Identify and name a variety of common animals including • Changes in living memory (linked to aspects of national fish, amphibians, reptiles, birds and mammals life where appropriate) Identify and name a variety of common animals that are • Lives of significant historical figures, including comparison **Physical** Education carnivores, herbivores and omnivores. of those from different periods Describe and compare the structure of common animals Significant local people Identify, name, draw and label the basic parts of the human • Events of local importance body and say which part of the body is associated with each sense Master basic movement, e.g. running, jumping, Observe and describe seasonal changes, light and dark Year 2 throwing, catching, balance, agility and co-ordination Differentiate living, dead and non-living Participate in team games Understand how a habitat provides the basic needs of different Perform dances using simple movement animals and plants and how they depend on each other Basic needs of animals & offspring

Animal and plant life cycles

Te

KS1

# Computing

- Understand use of algorithms
- Write & test simple programs
  - Use logical reasoning to make predictions Organise, store, retrieve & manipulate data Communicate online safely and respectfully Recognise uses of IT outside of school

## Geography

- Name and locate countries and capital cities of the United Kingdom Identify seasonal/daily weather patterns in the UK and the location of hot and cold areas of the World
- Use basic geographical vocabulary to refer to local & familiar features
- Use four compass directions and simple vocabulary
- Name and locate the World's continents and oceans
- Compare local area to non-European country

Sing songs

- Use aerial images and other models to create simple plans and maps, using symbols
- Use simple fieldwork & observational skills to study the immediate environment



Play tuned and untuned instruments musically Listen to and understand live and recorded music

**Education** 

Make and combine sounds musically







Continue to follow locally-agreed syllabus for RE

www.primarycurriculum.me.uk