

Marlcliffe Primary School

YEAR 1/2 CURRICULUM PLAN AUTUMN 2017

Maths target: I know what each digit in a number is worth.
I can count in 2s, 3s, 5s and 10s

Reading target: I will read at least five times a week at home.
I can retell the main points of a story.

Writing target: I can use capital letters and full stops in sentences.
I can retell a whole story using openers.

These targets are for the whole class, and represent what we want to achieve by the end of the term. More detailed, individual targets will be given to children in class discussions as a result of our ongoing assessment.

Don't forget to check the Y1/2SR page on the website for weekly activities specific to current learning.

Maths		English		Speaking and Listening	
Consolidate understanding of number through the use of Numicon. Read scales in steps of 1s, 2s, 5s and 10s. Develop simple written methods of calculation (addition). Understand place value by partitioning two digit numbers. Identify 2D shapes and their properties. Describe position, direction and movement. Measure length and mass with greater accuracy. Read an analogue clock to the nearest five minutes.		Consolidate and extend phonic work using letters and sounds. Learn, tell, write and re-create stories with familiar patterns. Read stories with familiar settings and use as a model for our own stories. Explore characters in stories and use as a model for writing character descriptions, Explore drama through stories. Write clear and sequenced instructions.		Use role-play to develop communication skills. 'Show and Tell' to develop presentation, questioning and answering skills. Oral storytelling and performance. Make predictions and explain reasoning.	
PSHE		Knowledge & Understanding (including Science)			Religious Education
Social and Emotional Aspects of Learning: New Beginnings Positive mindsets Say No to Bullying Getting On and Falling Out		Changes in living memory: How would seaside holidays have been different for our parents and grandparents? Who were the bandits of the sea? Learn about pirate seafarers of the past and their ships. Use atlases to identify the coastline and seaside places and describe what they are like using geographical words. Learn the geographical skills used in orienteering. Investigate different materials to see if they float or sink. Observe the seasons to see how they change over time. <i>see below for aut 2</i>			What makes people inspiring to others? Learn about religious leaders from around the world and their importance to believers.
PE	Art and Design and Design Technology		Computing		Music
iMoves Dance linked to our topics (Pirates, Under the Sea) Real PE (agility, balance, coordination, games).	Drawing Techniques - use a variety of different pencil skills to recreate light and shade, texture and shape. Design and make articulated paper and card pirate puppets. Design a fabric glove puppet and then make it by cutting and sewing.		Use word processing skills to write different types of text. Learn how to add images to improve the presentation of work. Use computers and digital devices to record sounds and pictures. Create animations using ICT. Use computers safely (e-safety).		Charanga Music Scheme - 'Journeys'. Music and songs linked to Christmas.

History

Who were the bandits of the sea? Learn about pirate seafarers of the past and their ships.

Learn about the history of the RNLI and create a timeline.

Understand who Grace Darling was and why she became famous.

Science

Where do different sea creatures live and why?

Understand what makes a suitable habitat for sea creatures.

Religious Education

What is special about where Christians worship? Label the inside of a church.