

Maths

Year 1 - Addition and Subtraction

Adding by counting on. Finding and making number bonds.

Subtraction - crossing 10

Year 1 - Place Value

Counting forward and backwards within 50.

Compare, represent and order numbers to 50.

Year 2 - Multiplication and Division

Recognise, make and add equal groups.

Use arrays. Make doubles

2, 5 and 10 times tables.

Dividing by 2, 5, and 10.

Year 2 - Statistics

Making tally charts

Drawing and interpreting pictograms.

English and Phonics

Phonics - Phase 5

Grammar - use of *ly* to turn adverbs into adjectives, apostrophes, sentences as statements and exclamations

Fiction - 'The Owl who was Afraid of the Dark' focus on plot points, character and narrative

Non-fiction focus - How to Make a Bird feeder

Identifying the beginning, middle and end of a story

Instructions

Letters

Woodland Adventure story-writing

Personal, Social and Health Education

Rights and responsibilities -

Understand that people have choices about what they do with their money.

Know that money can be saved for the future.

Valuing differences - identify physical and non-physical differences between people.

Know and use words that show respect for other people. Explain how a person's behaviour can affect other

Science - Living things and their habitats

Identify trees and plants.

Observe bird life.

Identify evergreen and deciduous trees.

Name animals and describe their habitats.

Describe how animals obtain their food from plants or other animals.

Sort objects into living things, dead things and things that have never been alive.

Know characteristics shared by all living things.

Enchanted Woodland



Religious Education Christmas

Recognise the difficulties Mary and Joseph had to overcome to get to Bethlehem.

Revelations

Recognise miracles

Describe some ways in which people's lives were changed by the miracles.

Art, Design Technology and Music

Make a clay tree boggart.

Make a woodland crown.

Paint a woodland creature.

Build a nest or den for a woodland animal.

Make a home for a magical woodland creature.

Creating atmospheric music to accompany a woodland adventure

Finding the beat

P.E.

Attack, Defend and Shoot- Unit 2

Pass and receive the ball.

Keep possession by passing accurately.

Send and receive moving into space.

Examine the role of a goalkeeper.

Show awareness of opponents and teammates in a game.

Geography and History

Make a map of an imaginary woodland.

Create simple keys for maps and plans.