



HISTORY/GEOGRAPHY

History: Discuss the lives of Elizabeth I and Elizabeth II and compare aspects of life in different periods.

Geography: Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.

RE

Yr1 - 1.2 Who do Christians think made the World? 1.5 Why does Easter matter to Christians?
Yr2 - 1.7 Who is Jewish and how do they live? 1.5 Why does Easter matter to Christians?

MATHS

Yr1: Counting in 2s and 10s. Recognise value of different coins. Solve one-step problems involving multiplication and division. Use counting to measure lengths, weights and capacities.

Yr2: Derive and use related facts up to 100. Understand commutative rule (addition) and the inverse (addition and subtraction). Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value. Recognise odd and even numbers. Interpret and construct simple data.

ENGLISH

Story - Three Little Pigs

Y1: capital letters for names, writing own version of a familiar story.

Y2: expanded noun phrases, present/past tense verbs

Non-fiction - Weather Poetry

LANGUAGE

Articulate/justify answers, arguments, opinions. Maintain attention, participate actively in collaborative conversations, staying on topic, initiating/responding to comments.

COMMUNITY AND CITIZENSHIP

Computer Safety and Growing in our World.

PERSONAL DEVELOPMENT

Learning Powers - Resilience and Risk Taking Growth Mind-set

CREATIVE AND CRITICAL THINKING

Appraising artwork and music, taking inspiration from selected artists/musicians. Evaluating own and peers work – particularly in DT, art and music.

DIGITAL DIMENSION

Online safety – learning about talking to a trusted adult and what to do when things go wrong online.

SCIENCE

Y1 Everyday Materials

Y2 Uses of Everyday Materials

COMPUTING

Y1 Digital painting
Grouping data

Y2 Information technology around us
Data Handling

CREATIVE OUTPUTS

Make a Jubilee cushion or tote bag.
A piece of music inspired by Jean Sibelius' Finlandia.
Artwork in the style of Wassily Kandinsky.

MUSIC

BBC Ten Pieces - Finlandia

To represent the music by producing a graphic score (symbols, shapes and marks). To compose new music.

ART AND DESIGN

Wassily Kandinsky - exploring use of colour, shape and pattern through painting.

PHYSICAL EDUCATION, DRAMA AND DANCE

Yr 1 - Ball skills (feet) and Gymnastics
Yr 2 - Gymnastics and simple ball games

DESIGN AND TECHNOLOGY

Textiles - to design, make and evaluate a cushion or tote bag to recognise the Queen's Jubilee.