

Maths: White Rose / Primary

Stars

Number: Place Value

Count in steps of 2, 3, and 5 from 0, and in tens from any number. Recognise the place value of each digit in a two-digit number. Identify, represent and estimate numbers using different representations, including the number line. Compare and order numbers from 0 up to 100. Read and write numbers to at least 100 in numerals and in words. Use place value and number facts to solve problems.

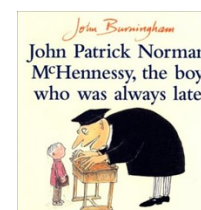
Number: Addition and

Subtraction

Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures. Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. Add and subtract numbers using concrete objects, pictorial representations, and mentally. Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing

English:

To represent story events and own ideas through drama
Explore familiar themes and characters through improvisation and role play
Create new ideas based on a story
To use conjunctions
Write for different purposes
Expanded noun phrases: "grateful troll", "brilliant book", "long, hot afternoon".
Contractions
Begin to punctuate sentences using a question mark
Use a range of prepositions
Make simple additions, revisions and corrections
Plan my writing
Use expanded noun phrases to describe and specify
Using the suffix -ed and -ing



Science:

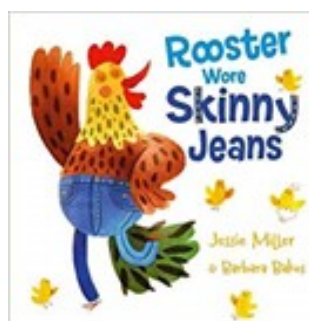
Uses of Everyday materials: Autumn 1

Identify different materials and their uses. Understand how to select the right materials. Explore and test the starchiness of materials. Understand that materials can change shape by twisting, bending, squashing or stretching. Find out about Charles Macintosh and explore how materials are suitable for purpose. Discover which materials change shape when making a road with John McAdam.

Living things and their habitats: Autumn 2

Explore and compare the differences between things that are living, dead, and things that have never been alive. Identify and name a variety of plants and animals in a microhabitat. Design a suitable microhabitat where living things could survive. Find out what animals eat to survive in their habitats. Understand a food chain. Understand the journey food makes from the farm to the supermarket.

Guided Reading:



Alongside
Little Wandle
Guided Reading



Year 2 - Autumn Term The Great Fire of London



History: Great Fire of London

Events that are beyond living memory that are significant nationally or globally.
Placing The Great Fire of London on a timeline and exploring how London was different in 1066
Exploring Samuel Pepys experiences.
Investigating some of the reasons the fire lasted so long.
Consider how we know about the events.
Recall key facts and express understanding in a variety of ways.

Hook:

Making castles/houses

Celebration:

Making Great Fire of London bread

Phonics:

Little Wandle Review Phase 5

Little Wandle: Bridge to Spelling



Geography: - Why is our world wonderful?

Identify and locate characteristics of the UK on a map. Identify human and physical features. Locate human and physical features on a world map. Explain the difference between oceans and seas. Name and locate the five oceans on a world map. Use an aerial photograph to draw a simple sketch map. Collect data by sketching findings on a map and completing a tally chart. Present their findings in a bar chart.

PSHE:

Me and My Relationships

Valuing difference

RE:

Special places

Hindu Mandir

Waiting

Advent

Computing:

Coding Number of lessons – 6 Programs – 2Code

Online Safety Number of lessons – 3 Programs – Various

Art and Design:

Sparks and Flames

Use chalk to create flames.

Use collage to create flames.

Use a variety of resources to create a 3D picture.

Create 3D scenes. Use mixed media to create scenes.

Design Technology:

Making Fire Engines

To explore modern fire engines.

To investigate wheels, axles and chassis.

To be able to investigate ways of creating the body of a fire engine.

To be able to design a fire engine.

To be able to make a fire engine based on a design.

To be able to evaluate a finished product.

Music: Musical Me

Clap the rhythm of their name.

Sing the melody accurately while playing their instrument in time.

Show a range of emotions using their voices.

Describe the dynamics and timbre of their pieces.

Play a known melody from letter notation in the right order, if not with the right rhythms.

Play a new melody from letter notation in the right order, if not in time.

Invent a melody, write it down and play it back.

Select instruments with different timbres.

Compose and perform a piece using different dynamic levels.

Myths and Legends

Create rhythms and arrange them in a particular order or structure.

Identify the structure of a piece of music and write it down.

Describe whether a musical texture is thick or thin.

Explore ways of writing down different textural layers.

Follow a given structure for a composition.

Write a structure score accurately.

Compose music with several layers.