<u>HG&E</u>

ICT

ΡE

- To give instructions in the right order for someone else to follow.
- To know what makes different kinds of toys move.
- To know that we use buttons or knobs to control many different everyday items.
- To press the buttons to make the roamer (beebots) to move and turn.
- To use simple Mazes game
- To understand that computer programmes represent real or fantasy situations.

<u> PSHCE – Keeping Safe</u>

RE -

- Road Safety
- Stranger danger people who help us.
- Rules for and ways to keep safe.

Literacy -Reading

- Secure at reading words with phase 5 phonic sounds
- Identify which words appear again and again
- Relate reading to own experiences.
- Re-reads if reading does not make sense.
- Re-tell with considerable accuracy.
- Discuss the significance of the title & events.
- Make predictions on basis of what has been read.
- Make inferences on basis of what is being said & done.

Aliens! Spring 1

<u>S&T</u>

- Observe changes across the four seasons.
- Observe and describe weather associated with the seasons and how day length varies.

Notes and guidance:

Pupils should observe and talk about changes in the weather and the seasons. Note: Pupils should be warned that it is not safe to look directly at the Sun, even when wearing dark glasses. Pupils might work scientifically by: making tables and charts about the weather; and making displays of what happens in the world around them, including day length, as the seasons change.

Literacy - Writing

Writing: Spelling

- Words containing each of the 40+ phonemes already taught.
- Spell common exception words and days of the week.

Writing: Composition

- Say sentence orally before writing it.
- Sequence sentences to form short narratives.
- Re-read what they have written to check that it makes sense.
- $Writing-vocabulary,\ grammar\ and\ punctuation$
 - Write sentence with capital letters, full stops and finger spaces.
 - Use the conjunction and to join sentences.
 - To begin to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark.
 - Use a capital letter for names of people, places, the days of the week and the personal pronoun I

Handwriting

- Use the correct formation for lower case letters
- Use the correct formation for capital letters
- Use the correct formation of numbers

Numeracy

Number & Place Value

- Counting, reading and writing numbers to 100
- To know what each digit in a 2-digit number represents and partition 2 digit numbers into a multiple of tens and ones.
- Compare and order numbers from 0-100

Addition & Subtraction

- Add and subtract one digit and 2 digit numbers
- Use number bonds to 10 and 20 to add and subtract
- Solve problems involving addition and subtraction and missing numbers problem such as ?-3=2
- Solve simple problems in a practical context involving addition and subtraction of money of the same unit giving change.

Measurement- length

• Compare, describe and solve practical problems for lengths and heights e.g. short/long, shorter/longer, short/tall, double/half