

Term: Spring 2

Year 1/2

	Week 1	Week 2	Week 3	Week 4	Week 5
English	<p><u>Year 1</u> The Gingerbread Man Retell</p> <p><u>Year 2</u> Flat Stanley Letters</p>	<p><u>Year 1</u> The Day the Crayons Quit Letters</p> <p><u>Year 2</u> Flat Stanley Story innovation</p>	<p><u>Year 1</u> The Day the Crayons Quit Letters</p> <p><u>Year 2</u> Flat Stanley Story innovation</p>	<p><u>Year 1</u> The Enormous Turnip Retell</p> <p><u>Year 2</u> Assessment Reading Paper 1 &amp; 2 SPAG Spelling</p>	<p><u>Year 1</u> The Enormous Turnip Story writing</p> <p><u>Year 2</u> Flat Stanley Holiday brochure</p>
Mathematics	<p><u>Year 1</u> Place value to 50</p> <p><u>Year 2</u> Multiplication and Division</p>	<p><u>Year 1</u> Place value to 50</p> <p><u>Year 2</u> Length and Height</p>	<p><u>Year 1</u> Length and height</p> <p><u>Year 2</u> Length and Height</p>	<p><u>Year 1</u> Length and height</p> <p><u>Year 2</u> Mass, Capacity and temperature</p>	<p><u>Year 1</u> Mass and volume</p> <p><u>Year 2</u> Mass, Capacity and temperature</p>
Science	How do we know when it is spring?	What is the weather like in spring?	What do we wear in spring?	What do we celebrate in spring?	What is the weather like tomorrow?
Computing	<p><b>Computer parts</b> To recognise parts of a computer</p>	<p><b>Inputs</b> To recognise how technology is controlled</p>	<p><b>Technology safari</b> To recognise technology</p>	<p><b>Invention</b> To create a design for an invention</p>	<p><b>Real world roleplay</b> To understand the role of computers</p>

Geography	Where are different continents located on the map compared to others?		What are the human/physical features of Asia?		What do I know about Asia?
History		To find out about Samuel Pepys and his diary.		To recap what we have found out about the Great Fire of London.	
Art and Design		<b>Painting over texture</b> To reproduce and apply an artist's colour range to their own work		<b>Beach collage</b> To create details using controlled painting and other materials and objects	Assessment
Design and technology	<b>Designing the structure</b> To include individual preferences and requirements in my design		<b>Assembling the structure</b> To make a stable structure	<b>Assembling the windmill</b> To assemble the components of my structure	<b>Testing and evaluating</b> To evaluate my project and adapt my design
P.E.	<b>Dance</b>  <b>Invasion games</b> Throwing and catching Running into space	<b>Dance</b>  <b>Invasion games</b> Dodging and moving – dodgeball Space rangers – throwing ball to partner without getting tagged.	<b>Dance</b>  <b>Invasion games</b> Dodging and moving – Through the gate – throwing ball to partner without getting tagged.	<b>Dance</b>  <b>Invasion games</b> Applying throwing and catching whilst also dodging Crocodile swamp	<b>Dance</b>  <b>Invasion games</b> Play the core task and assess

	<p>Underarm for accuracy Overarm for distance</p>				
<p>Music</p>	<p>Step 3 – sparkle To understand Music.</p> <ul style="list-style-type: none"> <li>• Finding and keeping a steady beat</li> <li>• Simple rhythmic patterns using long and short</li> <li>• Simple melodic patterns using high and low.</li> </ul> <p>Listen and Respond – Sparkle</p>		<p>Step 3 – sparkle To improvise together. Activity 2.</p> <p>Learn to sing the song – Sparkle.</p>		<p>Step 3 – sparkle To perform the song.</p>

R.E.	What happened to Jesus? The Easter Story.	What happened to Jesus? The Easter Story.	What are the Easter symbols?	Can we make an Easter Garden?	What makes us happy?
PHSE	To talk about what makes me special.	To name some of the feeling I have and describe how they feel.	To talk about things I like that make me feel happy.	To talk about things that make me feel unhappy or cross and know what to do when I have these feelings.	To discuss how change and loss can make me feel.