**Science**

Uses of Everyday Materials

* Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for different uses.
* Explore how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
* Discuss inventors linked to materials, for example John McAdam

**Literacy**

**Key Text: Hansel & Gretel**

**(Defeating a monster Story)**

* Write Character & Setting descriptions based on characters and settings in the book.
* Children to write their own innovated story using the T4W process.

**Explanation Text: The truth about Witches**

* Write an explanation of what are Witches, where to find them and how to spot them etc.

**Key Text: The Elves and the Shoemaker**

* Write own innovated story of Little Red Riding Hood.

**Instructional Text**

* Create a set of instructions

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**RE**

• Recognise that stories of Jesus’ life come from the Gospels

• Give a clear, simple account of the story of Jesus’ birth and why Jesus is important for Christians Understand the impact:

• Think, talk and ask questions about Christmas for Christians and for people who are not

• Identify what a parable is and recognise a link with the Christian idea of God as a forgiving Father

• Understand how Christians show their belief in God as loving and forgiving (e.g. by saying sorry, by seeing God as welcoming them back; by forgiving others)

• Retell the story of creation and recognise that ‘Creation’ is the beginning of the ‘big story’ of the Bible

• Understand what the story tells Christians about God, Creation and the world

**P.E**

**Dance**

* To create a dance using large and small movements.
* To create a dance changing in level and speed**.**
* To create a dance linking 3 movements together.
* To perform with confidence to an audience.

**Gymnastics**

* To move in different directions focussing on straight lines.
* To move in different directions focussing on curved pathways.
* Children can jump along different pathways on the floor and apparatus.
* To link different pathways together.

**PE**

Let’s Go On

An Adventure!

**Music**

**Ourselves-Unit 1:** Discover ways to use their voices to describe feelings and moods. They create and notate vocal sounds, building to a performance.

**Animals-Unit 5:** Linking animal movement with pitch movement to help develop understanding and recognition of changing pitch. They interpret pitch line notation using voices and tuned instruments**.**

**Storytime-Unit 7-:** Introduce children to famous pieces to stimulate composition. Interpret a storyboard with sound effects, and develop their own ideas using voices and percussion.

**Jigsaw-PSHE**

**Being Me**

* To recognise when I feel worried or upset.
* I recognise when I feel worried and know who to ask for help.
* I can help to make my class a safe and fair place.
* I can help make my class a safe
* and fair place.
* I can work cooperatively.

I

Heroes Unite

A picture containing sport

Description automatically generated

**Maths**

**Place Value & Number**

* + Count objects to 100 and read and write numbers in numerals and words.
  + Tens and ones with a part whole model.
  + Tens and ones using addition.
  + Compare numbers & objects
  + Order objects and numbers.
  + Count in 2s, 3s,5s and 10s.

**Adding & Subtracting**

– Addition and subtraction bonds to 20 & 100

* + Add and subtract 1s & 10s
  + 10 more and 10 less.
  + Add a 2-digit and 1-digit number – crossing ten.
  + Subtract a 1-digit number from a 2-digit number – crossing 10.
  + Adding & subtracting 2-digit numbers
  + Add three 1-digit numbers.
  + **Money**
  + Count money – pence, pounds (notes and coins).
  + Find the total, difference and giving change.
  + Solving money Two-step word problems.
  + **Multiplying & Dividing**
  + Recognise & make equal groups.
  + Create Multiplication sentences using the x symbol and pictorially
  + Use arrays to multiply (Linking to repeated addition)
  + Learn the 2 times-table,5 times-table and 10 times-table.

An Adventure!

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**ART**

**Shape and form**

* Shapes inside shapes, drawing a building. Artist’s line drawing, drawing focusing on line & mark.

Space in landscape painting. Portraits with tone. Imaginative drawings using light/dark tones.

**Pattern**

* To understand what makes a pattern.
* To recognise William Morris as a historical textile designer.
* To explore & design a repeating pattern.
* To create a pattern on a fabric bag.

**Design Technology**

**Pouches**-Create a pouch for Hansel or Gretel

* Children design and make their own wallet, learning to use running stitch to join two pieces of fabric together.

**ICT**

* Use a username and a password to log on independently.
* Know how to keep personal information private
* To know where to go for help and support if I have concerns about content I see on the internet or other online technology.

**2.2 Online Safety**

* To understand and use the internet safely.
* Knowing how to keep on the internet.

**PSHE -Jigsaw Recovery Co-vid curriculum to start the Autumn term**

**Being Me in My World**

* **Building on Year 1 to look at hopes and fears and making appropriate choices. Valuing own contributions and the contributions of others.**

**Celebrating Differences**

* **Building upon Year 1 to understand stereotypes of gender and look at diversity. Being brave to stand up for others and maintaining friendships.**