



Cycle A: Autumn 1 - Toys

	Year 1	Year 2
Hook	Toy Day	
Maths	<p>Number and place value Count to 50 forwards and backwards beginning with 0 or 1 from any given number Order numbers to 50 Object counting Read and write numbers from 1 to 20 in numerals and words. Correct number formation—open 4 straight 9 Given a number, identify one more and one less. Identify and represent numbers using objects and pictorial representations including the number line, and use the language of equal to, more than, less than (fewer), most, least</p> <p>ADDITION Read, write and interpret mathematical statements involving addition (+), and equals (=) Add and subtract 1 digit.</p> <p>MEASUREMENT Compare, describe and solve practical problems for: <input type="checkbox"/> Lengths and heights (e.g. long/short, longer/shorter, tall/short, double/half) Measure and begin to record the following: <input type="checkbox"/> Lengths and height Sequence events in chronological order using language such as before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening. Recognise and use language relating to dates, including days of the week, weeks, months and years.</p>	<p>Number and place value Count in 2's and 10's from any number forwards and backwards Recognise the place value of each digit in a two-digit number (tens, ones) Identify, represent and estimate numbers using different representations, including the number line. Compare and order numbers from 0 up to 100, use <, > and = signs Read and write numbers to at least 100 in numerals. CALCULATION—ADDITION AND SUBTRACTION Solve problems using addition and subtraction Add and subtract to 50 and beyond using a number line, concrete objects, pictorial representations, including those involving numbers. Applying their knowledge of mental and written methods. Recall and use addition facts to 20. Add a two—digit number and ones Add a two digit number and tens MONEY Use p notation to record money. Find different combinations of coins that equal the same amount of money to 50p PROPERTIES OF SHAPE Identify and describe the properties 2-d shape, including the number of sides and symmetry in a vertical line. TIME Read and find times on a clock showing 'o' clock and half past. Compare and sequence intervals of time. POSITION Order and arrange combinations of mathematical objects in patterns.</p>
English	Recounts: <ul style="list-style-type: none"> • Reports about their toys INFORM Instructions: <ul style="list-style-type: none"> • Instructions (D.T. Vehicles) – INSTRUCT Retelling Traditional Tales: Pie Corbett – 3 Bears (ENTERTAIN)	Recounts: <ul style="list-style-type: none"> • Reports about their toys INFORM Instructions: <ul style="list-style-type: none"> • Instructions (D.T. Vehicles) – INSTRUCT Retelling Traditional Tales: Pie Corbett – The Magic Brush (ENTERTAIN)
	PHONICS Letters and Sounds Phase 4	PHONICS Letters and Sounds Phase 6 Support for Spelling
Science	<p>Seasonal Changes Key Ideas -Environmental change can affect the plants and animals that live there. -Different animals and plants live in different places. NC- Observe changes across the four seasons. -Observe and describe weather associated with the seasons and how day length varies. –</p> <p>Plants Key Ideas -Plants usually grown from seed and bulbs. -Plants need warmth, light and water to grow and survive. NC- Identify and describe the basic structure of common flowering plants inc trees.</p>	<p>Seasonal Changes Key Ideas -Environmental change can affect the plants and animals that live there. -Different animals and plants live in different places. Materials Key Ideas Materials have describable properties Different materials have different properties NC- Identify and compare the suitability of variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper, and cardboard for particular uses.</p>
Computing	Digital Literacy - e-safety – beginning of year - Refresher to computing charter – Keeping personal information private – Hector's World – Details Details	Digital Literacy - e-safety – beginning of year - Refresher to computing charter being kind to others Hector's World You Are Not Alone – Digiducks big decision
	Computer Science - Introduction to algorithms - breaking problems down into parts (decomposition) Control your human robot	IT – Finding out and storing information – comparing graphs and simple databases
History	<p>Toys Pupils will be taught about:</p> <ul style="list-style-type: none"> ▪ changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life ▪ to use a wide vocabulary of everyday historical terms. <p>Chronology – (Year 1) create simple timelines to sequence objects Confidently uses vocabulary associated with the past. (Year 2) Realise that historians use dates to describe events. Uses phrases describing intervals of time.</p>	
Geography	<p>Continent Focus – North America name and locate the world's seven continents and five oceans</p>	

Art	Painting/Drawing Artist - George Seurat	
D.T.	<p>Wheeled vehicles Pupils will be able to:</p> <p>Design design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>Make select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>Evaluate explore and evaluate a range of existing products evaluate their ideas and products against design criteria use technical knowledge explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p>	
Music	Toys Dimensions: tempo and dynamics	Listen 2 me Voice Dimension - pitch
R.E.	Special Clothes (Enquire A)	Key Events in Jesus' Life (Communicate)
P.E.,	Gymnastics Unit 1	Real P.E. Unit 1
P.S.H.E.	Y1 Working well together RRR - Introduction	Y2 Celebrating and Recognising Differences RRR - Introduction
Trailblazer	Trailblazer afternoon – Whole school Science- Walks around school grounds and local area. Maths- Opportunities for maths sessions outside. Topic – Explore a range of outdoor toys. D.T. –Test wheeled vehicles. English- Instructions	