



Cycle A: Spring 1 – Katie Morag’s Magical Island

	Year 1	Year 2
Hook	Flight simulation to the Island of Coll.	
Maths	<p>NUMBER AND PLACE VALUE Count to 75 forwards and backwards beginning with 0 or 1 from any given number Order numbers to 75 Object counting Read and write numbers from 1 to 20 in numerals and words. 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 AND SUBTRACTION Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) Add and subtract 1 digit and 2 digit numbers to 20, including zero. Represent and use number bonds and related subtraction facts within 20.</p> <p>MEASUREMENT Compare, describe and solve practical problems for: - Mass/ weight - Time (minutes) - Draw the hands on a clock face to show these times.</p> <p>Measure and begin to record the following: - Time (hours, minutes)</p> <p>Recognise and use language relating to dates, including days of the week, weeks, months and years. Tell the time to the hour and half past the hour.</p> <p>MONEY Recognise and know how the value of different denominations of coins and notes.</p>	<p>Number and place value Count in 2’s, 5’s and 10’s from any number forwards and backwards Recognise the place value of each digit in a two-digit number (tens, ones) Use place value and number facts to solve problems. 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 and words.</p> <p>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 and measures. 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. Adding three one-digit numbers. Show that addition of two numbers can be done in any order and subtraction of one number from another cannot.</p> <p>CALCULATION—MULTIPLICATION AND DIVISION Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers. Show that multiplication of two numbers can be done in any order. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods. Calculate mathematical statements for multiplication using the x and = signs.</p> <p>MEASUREMENT Compare and order lengths, record the results using <, > and = Choose and use appropriate standard units to estimate and measure length and height in cm/m, using rulers.</p> <p>MONEY Use £ and p notation to record money. Find different combinations of coins that equal the same amount of money to 50p.</p> <p>TIME Read and find times on a clock showing ‘o’ clock, half past, quarter past and to and draw the hands on a clock face to show these times. Know the number of minutes in an hour and the number of hours in a day.</p> <p>PROPERTIES OF SHAPE Identify and describe the properties 2-d shape, including the number of sides and symmetry in a vertical line.</p> <p>STATISTICS Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.</p>
English	<p>Adventure:</p> <ul style="list-style-type: none"> • Katie Morag stories – (ENTERTAIN) • Letters – (INFORM) <p>Retelling Traditional Tales:</p> <ul style="list-style-type: none"> • Pie Corbett – Monkey see! Monkey Do! (ENTERTAIN) <p>Non-chronological reports: Islands (INFORM)</p>	<p>Adventure:</p> <ul style="list-style-type: none"> • Katie Morag stories – (ENTERTAIN) • Letters – (INFORM) <p>Retelling Traditional Tales:</p> <ul style="list-style-type: none"> • Pie Corbett – How the World was made (ENTERTAIN) <p>Non-chronological reports: Islands (INFORM)</p>
	<p>PHONICS Letters and Sounds Phase 5</p>	<p>PHONICS Letters and Sounds Phase 6 Support for Spelling</p>
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.</p> <p>Animals Key Ideas -Animals need food to survive -There are many different animals with different characteristics. -Animals need a variety of food to help them grow, repair their bodies, be active and stay healthy.</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.</p> <p>Plants NC- Observe and describe how seeds and bulbs grown into mature plants. -Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.</p>

	<p>NC- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.</p> <p>-Identify and name a variety of common animals that are carnivores and omnivores.</p>	<p>Plants</p> <p>Key Ideas</p> <p>Flowering plants make seeds to reproduce and make more plants. Some plants die after producing seeds and others live for many generations.</p>
Computing	Digital Literacy - e-safety – Who to trust – Asking for help Smartie the Penguin - Hectors World, Welcome to the carnival	Digital Literacy - e-safety – Stranger danger – Chicken Clicking
	IT - Pictures – 2Paint – Katie Morag Character Taking photographs and video with our iPads	Computer Science - 2Go- - Create and debug programs – Use logical reasoning to predict the behaviour of programs Evaluation of programmes – which were the best and why?
History		
Geography	<p><u>Continent Focus – Asia</u> name and locate the world's seven continents and five oceans</p> <p>Katie Morag's Magical Island Pupils will be taught to: <u>Locational knowledge</u> name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas <u>Place knowledge</u> understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom <u>Human and physical geography</u> identify seasonal and daily weather patterns in the United Kingdom use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop <u>Geographical skills and fieldwork</u> use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key</p>	
Art	Collage Artist Jeannie Baker	
D.T.		
Music	HMS – Katie Morag Dimensions: Structure and duration	Listen 2 me Ukulele Dimensions – texture and tempo
R.E.	Holi (Contextualise) - theme day	Special Books (Evaluate)
P.E.	Gymnastics Unit 3 Dance Unit 2	Real P.E. Unit 3 Gymnastics Unit 2
P.S.H.E.	Y1 Caring for others RRR – Co-operation	Y2 Taking Charge RRR - Families
Trailblazer	Trailblazer afternoon - whole school Maths- Opportunities for maths sessions outside. Science- exploring the school grounds and local areas.	