



Cycle A: Summer 2 – Being Famous

	Year 1	Year 2
Hook	Dress up as a famous person	
Maths	<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>MULTIPLICATION AND DIVISION Solve one-step problems involving multiplication and division by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.</p> <p>FRACTIONS Recognise, find and name a half as one of two equal parts of an object, shape, or quantity. Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.</p> <p>MEASUREMENT TIME Compare, describe and solve practical problems for: - Time (quicker, slower, earlier, later) - Time (Hours, minutes, seconds) Measure and begin to record the following: - Time (Hours, minutes, seconds) 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. 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>PROPERTIES OF SHAPE Recognise and name common 2-D and 3D shapes including: 2-D shapes (e.g. rectangles (including squares), circles and triangles). 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres).</p>	<p>CALCULATION—ADDITION AND SUBTRACTION Solve problems using addition and subtraction Add and subtract to 100 and beyond using a number line, concrete objects, pictorial representations, including those involving numbers, measures and quantities. Applying their knowledge of mental and written methods. Recall and use addition and subtraction facts to 20 fluently and derive and use related facts up to 100. 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. Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.</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 use the ÷. Show that multiplication of two numbers can be done in any order and division of one number by another cannot.</p> <p>FRACTIONS Recognise, find and name 1/2, 1/4, 1/3, 2/4 and 3/4 of length, shape and number. Write simple fractions e.g. 1/2 of 6 is 3 and recognise the equivalence of 2/4 and 1/2.</p> <p>MEASUREMENT Compare and order lengths, mass and capacity record the results using <, > and = Choose and use appropriate standard units to estimate and measure temperature °C to the nearest appropriate unit, using thermometers.</p> <p>MONEY Solve simple problems in a practical context involving addition and subtraction of money to £1, including giving change.</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. Tell and write the time to 5 minutes.</p> <p>PROPERTIES OF SHAPE Identify 2-d shapes on the surface of 3-d shapes e.g. the circle on a cylinder Compare and sort common 3-d shapes Identify and describe the properties 3-d shape, including the number of edges, vertices and faces.</p> <p>POSITION Order and arrange combinations of mathematical objects in patterns. Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line. Distinguish between rotation as a turn and in terms of right angles for quarter, half and 3/4 turns (clockwise and anti-clockwise).</p>
English	<p>Non-Chronological reports:</p> <ul style="list-style-type: none"> Lord Nelson (INFORM) <p>Recounts:</p> <ul style="list-style-type: none"> Based on trip (EXPLAIN) <p>Retelling Traditional Tales:</p> <ul style="list-style-type: none"> Pie Corbett – Rumpelstiltskin (ENTERTAIN) 	<p>Non-Chronological reports:</p> <ul style="list-style-type: none"> Lord Nelson (INFORM) <p>Recounts:</p> <ul style="list-style-type: none"> Based on trip (EXPLAIN) <p>Retelling Traditional Tales:</p> <ul style="list-style-type: none"> Pie Corbett – Hobyahs (ENTERTAIN)
	<p>PHONICS Letters and Sounds Phase 5</p>	<p>PHONICS Letters and Sounds Phase 6 Support for Spelling</p>
English	<ul style="list-style-type: none"> Descriptions of special places 	<ul style="list-style-type: none"> Fiction – write a creation story

Science	<p>Plants Key Ideas -Plants usually grown from seed and bulbs. -Plants need warmth, light and water to grow and survive.</p> <p>Animals Key Ideas -Animals need food to survive -Animals need a variety of food to help them grow, repair their bodies, be active and stay healthy. NC- describe and compare the structure of a variety of common animals.</p>	<p>Animals Key Ideas -All animals eventually die -Animals reproduce new animals when they reach maturity -Animals grow until they reach maturity and then don't grow any larger</p> <p>NC- Notice that animals, including humans, have offspring which grow into adults.</p> <p>Living things and their habitats Key Ideas -Some things are living, some were once living but now dead and some things have never lived. NC- Explore and compare the differences between things that are living, dead and things that have never been alive.</p>
Computing	<p>Digital Literacy - e-safety - Talking to a trusted adult – Hector's World It's a serious game, the info gang, Heroes –</p> <p>IT - Recording Sounds – e.g. class song with Audacity – sound on ActivInspire and sound in 2 Create a story Multimedia – Making talking books about famous people in 2 Create a Story</p>	<p>Digital Literacy - e-safety - Can we believe everything we read? – Penguin Pig refer back to Chicken clicking IT - Internet Research – Famous People Presenting what you have found out – ActivInspire</p>
History	<p>Being Famous – Nelson (Cadland link) Pupils will be taught about:</p> <ul style="list-style-type: none"> the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods significant historical events, people and places in their own locality. <p>Historical significance – (Year 1) Can recognise and describe special times or events for family or friends. (Year 2) – Can recognise and talk about who was important, eg in a simple historical account.</p>	
Geography	<p>Continent Focus – South America name and locate the world's seven continents and five oceans</p>	
Art	<p>3D sculpture/collage Artist Andy Warhol & Archimboldo</p>	
D.T.	<p>Joining Fabrics Pupils will learn to: 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 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 Evaluate explore and evaluate a range of existing products evaluate their ideas and products against design criteria</p>	
Music	<p>Listen 2 me Tuned percussion Dimensions – texture and structure</p>	<p>HMS – Man on the Moon Dimensions: timbre and texture</p>
R.E.	<p>Special Places (Enquire B)</p>	<p>Creation Stories (Apply)</p>
P.E.	<p>Dance Unit 4 Games Unit 4</p>	<p>Real P.E. Unit 6 Dance Unit 3</p>
P.S.H.E.	<p>Y1 Looking Forward RRR - Families</p>	<p>Y2 Looking Forward RRR- Water</p>
Trailblazer	<p>Trailblazer afternoon Maths- Opportunities for practical maths sessions outside. Science – Explore the school grounds and the local area. Trip – Class trips. Topic starter- Famous person parade.</p>	
Trips	<p>Buckler's Hard HMS Victory</p>	