



Cycle B: Autumn 1-Oh I Do Like to be Beside the Seaside!

	Year 1	Year 2
Hook	Postcards from members of staff. Identifying locations on a map. What would we expect these places to be like?	
Maths	<p>NUMBER AND PLACE VALUE</p> <p>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: - Lengths and heights (e.g. long/short, longer/shorter, tall/short, double/half) Measure and begin to record the following: - Lengths and height</p> <p>TIME 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.</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. 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</p> <p>MONEY Use p notation to record money. Find different combinations of coins that equal the same amount of money to 50p</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>TIME Read and find times on a clock showing 'o' clock and half past. Compare and sequence intervals of time.</p> <p>POSITION Order and arrange combinations of mathematical objects in patterns.</p>
English	<p>Recounts:</p> <ul style="list-style-type: none"> Letters about the children's holidays INFORM <p>Non-chronological reports: Leaflet – PERSUADE Instructions:</p> <ul style="list-style-type: none"> Instructions (D.T. Puppets) – INSTRUCT 	<p>Recounts:</p> <ul style="list-style-type: none"> Letters about the children's holidays INFORM <p>Non-chronological reports: Leaflet – PERSUADE</p> <p>Instructions:</p> <ul style="list-style-type: none"> Instructions (D.T. Puppets) – INSTRUCT
	<p>PHONICS Letters and Sounds Phase 4</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. 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.</p> <p>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	<p>Digital Literacy - E-safety – beginning of year - Refresher to computing charter – Keeping personal information private – Hector's World – Details Details Computer Science - Introduction to algorithms - linked to instruction in literacy Everyday routines and activities – breaking problems down into parts (decomposition) Control your human robot - Phil Bagge's Lego Cranes activity</p>	<p>Computer Science - Introduction to algorithms - linked to instruction in literacy Everyday routines and activities – breaking problems down into parts (decomposition) Control your human robot - Phil Bagge's Lego Cranes activity IT – Finding information from digital sources - Internet Research – Navigating websites to find information - http://www.parkfieldict.co.uk/infant/ http://www.crickweb.co.uk/ks1history.html</p>
History	<p>Seaside</p> <p>Pupils will learn 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 significant historical events, people and places in their own locality. <p>Change and continuity – (1) Can match old objects to people or situations from the past. Can describe how some aspects of life today differ from the past using simple historical vocabulary.</p>	

	(2) – Can talk about similarities and differences not just between then and now but between then and another then.	
Geography	<u>Continent Focus – Europe</u> name and locate the world's seven continents and five oceans Seaside Pupils will: understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, use basic geographical vocabulary to refer to: key physical features, including: cliff, Beach, sea, rocks, tide, Pupils will learn about key human features, including: sea defences, piers, light houses, shops, café, Pupils will: use world maps, atlases and globes use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features use simple fieldwork and observational skills to study the geography	
Art	Collage/Photographs/ Other 3D Artist - Andy Goldsworthy	
D.T.	Making puppets. Pupils will: <ul style="list-style-type: none"> ▪ design purposeful, functional, appealing products for themselves and other users based on design criteria ▪ select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] ▪ evaluate their ideas and products against design criteria 	
Music	HMS Wispy Willow Dimensions: pitch	Listen 2 me Tuned percussion Dimensions – pitch and dynamics
R.E.	Special clothes (Enquire A)	Key events in Jesus Life (Communicate)
P.E.	Real P.E. Unit 1 – 4 weeks Gymnastics Unit 1 2 weeks R&R Sports - Football	
P.S.H.E.	Y1 Working well together RRR - Introduction	Y2 Celebrating and Recognising Differences RRR - Introduction
Trailblazer	Science – Walks around the school grounds, walk to Manor pond. Science/Geography – Trip to Lepe Beach. Literacy – Instructions. Maths- Opportunities for practical maths sessions outside.. Art- Artwork in the style of Andy Goldsworthy.	
Trips	Lepe Country Park	