



Cycle B: Autumn 2 – Awesome Animals

	Year 1	Year 2
Hook	Pet Day	
Maths	<p>NUMBER AND PLACE VALUE Count to 50 forwards and backwards beginning with 0 or 1 from any given number 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.</p> <p>FRACTIONS Recognise, find and name a half as one of two equal parts of an object, shape, or quantity.</p> <p>MEASUREMENT TIME Compare, describe and solve practical problems for: - Time (quicker, slower, earlier, later) Measure and begin to record the following: - Time (hours) Tell the time to the hour.</p> <p>MONEY Recognise and know how the value of different denominations of coins and notes.</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>CALCULATION—MULTIPLICATION AND DIVISION Recall and use multiplication and division facts for the 2 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.</p> <p>FRACTIONS Recognise, find and name 1/2, 1/4 and 1/3 of length, shape and number</p> <p>MEASUREMENT TIME Compare and order lengths, record the results using <, > and TIME Read and find times on a clock showing 'o' clock and half past. Compare and sequence intervals of time.</p> <p>PROPERTIES OF SHAPE Identify 2-d shapes on the surface of 3-d shapes e.g. the circle on a cylinder</p> <p>MONEY Solve simple problems in a practical context involving addition and subtraction of money to 50p.</p>
English	<p>Retelling Traditional Tales:</p> <ul style="list-style-type: none"> • Pie Corbett – 3 Bears & 3 Little Pigs – ENTERTAIN <p>Adventure:</p> <ul style="list-style-type: none"> • Writing adventure stories about animals - ENTERTAIN <p>Free verse:</p> <ul style="list-style-type: none"> • Poems about animals – DESCRIBE 	<p>Retelling Traditional Tales:</p> <ul style="list-style-type: none"> • Pie Corbett – The Magic Brush & Cat, Bramble and Heron -ENTERTAIN <p>Adventure:</p> <ul style="list-style-type: none"> • Writing adventure stories about animals - ENTERTAIN <p>Free verse:</p> <ul style="list-style-type: none"> • Poems about animals – DESCRIBE
	<p>PHONICS Letters and Sounds Phase 5</p>	<p>PHONICS Letters and Sounds Phase 6 Support for Spelling</p>
Science	<p>Materials Key Ideas -There are different materials. NC- distinguish between an object and the material from which it is made. -identify and name a variety of everyday materials, inc wood, plastic, glass, metal, water and rock.</p> <p>Animals NC –Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.</p>	<p>Animals Key Ideas -Animals move in order to survive -Different animals move in different ways to help them survive -Animals have senses to help individuals survive. When animals sense things they are able to respond</p> <p>NC- Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. -Find out about and describe the basic needs of animals, including humans, for survival (Water, food and air)</p> <p>Materials Key Ideas Materials can be changed by physical force (squashing and stretching) NC- find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.</p>
Computing	<p>Digital Literacy - E-safety – beginning of year - Refresher to computing charter – Keeping personal information private – Hector’s World – Details Details IT - Pictures – 2Paint – drawing animals – Taking photographs and video with our iPads IT - Pictures – 2Paint – drawing animals – Taking photographs and video with our iPads</p>	<p>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 IT – Finding out and storing information – comparing graphs and simple databases based on old unit 2E – Questions and answers</p>

History		
Geography	Continent Focus – Antarctica name and locate the world's seven continents and five oceans	
Art	Textiles/ Collage Artist - Matisse (Collage) Animal prints – recreate animal prints using pastels 3D models of animals for the class zoo	
D.T.	Healthy Eating Pupils will: Design purposeful, functional, appealing products for themselves and other users based on design criteria communicate their ideas through talking, drawing, templates, select from and use a range of tools and equipment to perform practical tasks select from and use a wide range of ingredients. Evaluate their ideas and products against design criteria.	
Music	Listen 2 me Tuned percussion Dimensions – pitch and dynamics	HMS – Lest We Forget Dimensions – dynamics and texture Christmas production
R.E.	Candlelight (Communicate)	Angels at Christmas (Contextualise)
P.E.	Real P.E. Unit 2 – 4 weeks Dance Unit 1 – 2 weeks R&R Sports - Netball	
P.S.H.E.	Caring for myself RRR- Water	My Body is important RRR - Play
Trailblazer	Trailblazer afternoon – whole school. Maths- Opportunities for practical maths sessions outside. Literacy – Phonics sessions Art- using natural objects to make an animal picture. Science - Walk around the school grounds and visit Manor pond.	