

Science

Animals Including humans – Habitats around the world, lifecycles and food chains.

Explore and compare the differences between things that are living, dead, and things that have never been alive. Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.

Computer Science -

understand that algorithms are implemented as programs on digital devices
Make routes using precise instructions
Debug simple programs

Bee bots

English

Learning and using new phonic sounds and spelling. Reading a range of stories by different authors. Researching the works of authors using a range of materials

Poetry- Reciting/ performing a range to an audience and offering opinions, writing poetry, rhyming.

To write and follow instructions. Writing a Simple Recipe.

Maths

Addition and subtraction: using partitioning and sequencing.

Subtraction as taking away

Subtraction as finding the difference.

Place value

Solving problems by gathering data and representing in tallies, tables, pictograms and block diagrams.

Class 2

Year 1/2

Autumn 1

Food and Harvest

History

Events from beyond living memory - Who was here before me? Guy Fawkes,

Creating fact files on the events. Cross curricular links with Ict video of reports/ news cast reporting events.

PE

SAQ

Games- Piggy in the Middle

Music

Charanga unit-Hands, Feet, Heart

Art & Design

Sculpture and painting – 2D & 3D autumn animals