

Mathematics

Number: Addition and Subtraction

- Represent and use number bonds and related subtraction facts within 50.
- Add and subtract one-digit and two-digit numbers to 50, including zero.
- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.

Fractions

- Recognise, find and name a half as one of two equal parts of an object, shape and quantity.
- Find and name a quarter.
- Solve one step problems involving halves and quarters
- Learn that halving is the inverse of doubling.
- Revise odd and even numbers and understand that an odd number cannot be divided equally by two.

Measurement

- Compare, describe and solve practical problems for: lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]; mass/weight [for example, heavy/light, heavier than, lighter than]; capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]
- Measure and begin to record the following: lengths and heights; mass/weight; capacity and volume

Science

Animals, including humans

- identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
- describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals)

Seasonal changes

- Track the sun's movement
- Learn about changes to the weather in Spring
- Looking at, and recording temperature

Working Scientifically

- Asking simple questions and recognising that they can be answered in different ways
- Observing closely using simple equipment
- Performing simple tests
- Identifying and classifying

Ahoy There, Pirates!

SPRING 2

CURRICULUM MAP

Copper Beech, Oak and Cedar
Classes

Computing

Use logical reasoning to predict the behaviour of simple programs

- Learn the language of 'control', 'instructions' and then 'algorithms'
- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- Use of **SCRATCH JNR** as the key program

Reading

Word Reading

Apply phonic knowledge and skills as the route to decode words

Respond speedily with the correct sound to graphemes

Read accurately by blending sounds in unfamiliar words containing GPCs that have been taught

Read common exception words, noting unusual correspondences between spelling and sound and where these occur in the word

Read aloud accurately books that are consistent with their developing phonic knowledge and that do not require them to use other strategies to work out words

Comprehension

Listening to and discussing a wide range of poems, stories and non-fiction at a level beyond that at which they can read independently

- Read and listen to stories and poems linked with Pirates
- Recognise the differences between fact and fiction texts
- Identify the main events and characters in stories

Predicting what might happen on the basis of what has been read so far

Learn to appreciate rhymes and poems, and to recite some by heart

Writing

Handwriting

Form capital letters

Understand which letters belong to which handwriting 'families'

Composition

Saying out loud what they are going to write about

Composing a sentence orally before writing it

Sequencing sentences to form short narratives

Re-reading what they have written to check that it makes sense

- Letter writing
- Instruction writing
- Story writing
- Poetry

Vocabulary, Grammar and Punctuation

Begin to punctuate sentences using a capital letter and a full stop

Joining words and joining clauses using 'and'

Use a capital letter for the names of people, places, days of the week and the personal pronoun 'I'

Learning the grammar for Year 1 (including nouns, verbs and adjectives)

Transcription

Adding prefixes and suffix -ing, -ed, -er, and -est where no changes are needed in the root words

Write from memory simple sentences dictated by the teacher that include previously taught grapheme-phoneme correspondences and common exception words

Spell words containing each of the 40+ phonemes already taught

Learn alternative pronunciations and graphemes-

ai/ay/a_e/a ee /ea/ie/e-e/ e igh/ie/i-e/i oa/oe/o-e/o ew/ue/oo/u

Spell Tricky Words/Common Exception Words including:



Religious Education

Understand the Christian story of Easter and its importance to Christians

- What happened at the very first Easter?
- Why is new life important at Easter?
- Why is Easter important?
- Recall the Easter story

Personal Social Health Education

- British Values – integrated through everyday classroom practice in all lessons
- to understand some basic hygiene principles
- to introduce the concept of growing and changing
- to explore different types of family and who to ask for help
- to continue to address and discuss worries included in our class 'worry monster'

P.E.

GAMES and GYMNASTICS

- **Participate in team games, developing simple tactics for attacking and defending** - engaging in competitive activities (both against self and against others) and participating in co-operative physical activities
- **Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities**

- To travel confidently and competently on different parts of the body including hands
- To balance on large or small body parts
- To link two balances together
- To adapt floor work safely onto apparatus

Art

- Use a range of materials creatively.
 - Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
 - Learn about the work of a range of artists, craft makers and designers and making links to their own work
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- Focus on *Take One Picture* school's project set by the National Gallery
 - Study the painting Penelope with the Suitors (1509), by the artist Pintoricchio

Music

Use their voices expressively and creatively by singing songs and speaking chants and rhymes

Play tuned and untuned instruments musically

Listen with concentration to a wide variety of musical styles

- Exploring and developing an understanding of pitch using the voice and body movements
- Recognising and performing pitch changes and contrasts
- Exploring and controlling dynamics, duration and timbre
- Responding to music through movement

Ahoy There, Pirates!

SPRING 2

CURRICULUM MAP

Copper Beech, Oak and Cedar
Classes

Role Play/Small World

- Pirate Ship
- Treasure Museum

Geography

Locational knowledge

- Begin to name and locate the world's seven continents and five oceans of the world

Human and Physical Geography

- Understand climate and weather
- Use basic geographical vocabulary to refer to the human and physical features – cliff, beach, port, harbour, coast, sea, ocean

Geographical skills and fieldwork

- Use world maps, atlases and globes to identify **countries, continents** and **oceans**
- Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features
- Use simple compass directions – North (N), South (S), East (E) and West (W) to describe the location of features and routes on a map

History

- **Study the significance known historical figure** (Christopher Columbus)
- **Discuss how their work influenced our lives today**
- **Develop an awareness of the life of a significant individual, understand key events in the past that are significant globally**

Please also refer to the **Home Learning Grid** for home learning activity ideas linked to our curriculum.

Weekly Overviews are displayed in classroom windows, indicating the learning aspects planned for each week.

