# **English**



## **Non-Fiction, Fiction & Poetry**

I will use present tense for non-chronological reports and persuasive adverts.

I will select, generate and effectively use nouns.

I will write simple poems based on models.

I will recognise simple recurring language.

I will discuss and clarify the meanings of new words, linking meanings to known vocabulary.

Participate in discussions about books and poems that are read to them and that they read for themselves, taking turns and listening to what others

Read aloud my writing with intonation to make the meaning clear.

### **Spellings**

Units 6, 7, 8 & 9 Little Wandle Spelling program.

# **Design Technology Mechanisms - Moon Buggies**

I will explore card structures.

I will develop, model and communicate my ideas through talking, drawing, and using templates. I will design, plan and build a moon buggy. incorporating axles and wheels.

## **History The Moon Landing**

I will learn about events & individuals that were significant nationally or globally.

I will understand when space travel started & begin to develop a chronology of space exploration.

I will compare & contrast astronauts from different time periods.

I will explain what effects the 1969 Moon Landing had on history.

# **PSHE** Valuing Differences

I will know how to show good listening to people who think differently to me.

I will know strategies to help someone who feels left

I will be respectful of those who are different to me. I can describe how someone can change someone's feelings.



## **Maths White Rose Maths Position and Direction**



I will recognise the language of movement.

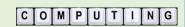
I will describe movement and turns using the language of position.

I will explore patterns with shapes and turns.

### **Statistics**

I will use tally charts, tables and block diagrams. I will draw and interpret pictograms (1-1) & 2,5 & 10.

## Computing



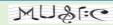
### **Introduction to Quizzes**

I will explain that a sequence of commands has a start and an outcome.

I will create a program using a given, or my own, design.

I will decide how my project can be improved.

# <u>Music</u>



I will begin to understand how music helps people share tradition and culture.

I will play a cumulative game with spoken call-andresponse sections.

I will play an accompaniment on tuned percussion and invent a 4-beat body percussion pattern.

# **British Values**

Democracy, Individual Liberty, Mutual Respect, Rule of Law, Tolerance of Different Faiths



# What if?

# **Bringing God into all our learning**

What if we could travel into space? How would we view and feel about our world?

## Y2 - 2.5 – Why is the church a special place?

I will know that church is the group of people who worship and not just the building. I will know the names of the buildings where people of different faiths worship.

I will know the story of Moses.

### Y1 - 1.9 My world, Jesus' world

I will talk about a Bible story which shows some differences and some similarities between my world and the world that Jesus lived in.

I can suggest why the world may have changed since Jesus walked on Earth.

## Science Animals (inc. Humans)



I will recognise the importance of exercise, hygiene and eating a balanced diet.

I will name foods in each section of the Eatwell guide.

## **Seasonal Change - Summer**

Can describe days as being longer (in time) in the summer, compared to the winter.

Can describe other features that change through the year - focusing on our local environment.

## **PE Athletics**



I will throw using a push and two-handed throw for distance.

I will throw underarm and overarm for distance and accuracy.

I will jump for distance with control.

To complete an obstacle course with speed and agility.

## **Multicultural Links**



# What are the experiences of others?

What singing games do children in other countries or from other cultures play?

# Diamond 9

# **Creating Lifelong Learners**

Challenge, Collaborative, Courage, Creativity, Flourish, Independent, Inspirational, Relevant, Unique