

	<p align="center">Geography</p> <p>To investigate places To investigate patterns To communicate geographically</p> <p><u>Learning Opportunities</u> Compare and contrast a small area of the United Kingdom with that of a non-European country - looking at Africa and Antarctica. Explore weather and climate in the United Kingdom and around the world - looking at Africa and Antarctica. Use basic geographical vocabulary to refer to and describe key physical and human features of locations. Use world maps, atlases and globes. Use simple compass directions. Use aerial photographs.</p>	<p align="center">English Objectives</p> <p>To present neatly To spell correctly To punctuate accurately To write with purpose To use imaginative description To organise writing appropriately To analyse writing To present writing To read words accurately To understand texts To listen carefully and understand To develop a wide and interesting vocabulary To speak with clarity To tell stories with structure To hold conversations and debates</p>	<p align="center">Maths Objectives</p> <p>To know and use numbers To add and subtract To multiply and divide To use fractions To understand the properties of shapes To describe position, direction and movement To use measures To use statistics To use algebra</p>	
	<p align="center">  Mumble vs. Simba Hot and cold countries Happy Feet and Lion King </p>	<p align="center">RE</p> <p>To understand beliefs and teachings To understand practices and lifestyles To understand how beliefs are conveyed To reflect To understand values.</p>	<p align="center">PSHE/RSE</p> <p>Twinkl Life Unit - Britain (Y1) Twinkl Life Unit - VIPs (Y2)</p>	
<p align="center">Design and technology</p> <p>To master practical skills To design, make, evaluate and improve To take inspiration from design throughout history</p> <p><u>Learning Opportunities</u> Design Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. Make Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p>	<p align="center">Science</p> <p>To work scientifically</p> <p>To understand animals and humans To investigate living things</p> <p><u>Learning Opportunities</u> Habitats Look at the suitability of environments and at food chains. Animals and humans Identify, classify and observe. Look at growth, basic needs, exercise, food and hygiene. All living things Investigate differences.</p> <p>Eco Links - Animals struggling in their environment e.g polar bears - Destruction of habitats - Global Warming</p>	<p><u>Learning Opportunities</u> Study the main stories of Christianity. Study at least one other religion. Choose from Buddhism, Hinduism, Islam, Judaism or Sikhism. Study other religions of interest to pupils.</p> <p align="center">  </p>	<p align="center">PE</p> <p>To develop practical skills in order to participate, compete and lead a healthy lifestyle.</p> <p><u>Learning Opportunities</u> Participate in team games, developing simple tactics for attacking and defending. Perform dances using simple movement patterns. Swimming and water safety: take swimming instruction either in Key Stage 1 or Key Stage 2.</p>	
<p align="center">Computing</p> <p>To code To connect To communicate To collect</p> <p><u>Learning Objective</u> Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions. Write and test simple programs. Use logical reasoning to predict the behaviour of simple programs. Organise, store, manipulate and retrieve data in a range of digital formats. Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.</p>	<p align="center">Art and Design</p> <p>To develop ideas To master techniques To take inspiration from the greats</p> <p><u>Learning Opportunities</u> Use experiences and ideas as the inspiration for artwork. Share ideas using drawing, painting and sculpture. Explore a variety of techniques. Learn about the work of a range of artists, artisans and designers.</p>	<p align="center">Music</p> <p>To perform To compose To transcribe To describe music</p> <p><u>Learning Opportunities</u> Use their voices expressively by singing songs and speaking chants and rhymes. Play tuned and untuned instruments musically. Listen with concentration and understanding to a range of high-quality live and recorded music. Make and combine sounds using the inter-related dimensions of music.</p>		

Literacy Opportunities

Write stories set in places pupils have been.
Write stories with imaginary settings.
Write stories and plays that use the language of fairy tales and traditional tales.
Write stories that mimic significant authors.
Write narrative diaries.
Write labels.
Write lists.
Write captions.
Write instructions.
Write recounts.
Write glossaries.
Present information.
Write non-chronological reports.
Write poems that use pattern, rhyme and description.
Write nonsense and humorous poems and limericks.
Listen to traditional tales.
Listen to a range of texts.
Learn some poems by heart.
Become familiar with a wide range of texts of different lengths.
Discuss books.
Build up a repertoire of poems to recite.
Use the class and school libraries.
Listen to short novels over time.
Engage in meaningful discussions in all areas of the curriculum.
Listen to and learn a wide range of subject specific vocabulary.
Through reading identify vocabulary that enriches and enlivens stories.
Speak to small and larger audiences at frequent intervals.
Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of standard English.
Listen to and tell stories often so as to internalise the structure.
Debate issues and formulate well-constructed points.

Mathematical Opportunities

Count and calculate in a range of practical contexts. • Use and apply mathematics in everyday activities and across the curriculum.
Repeat key concepts in many different practical ways to secure retention.
Explore numbers and place value up to at least 100.
Add and subtract using mental and formal written methods in practical contexts.
Multiply and divide using mental and formal written methods in practical contexts.
Explore the properties of shapes.
Use language to describe position, direction and movement.
Use and apply in practical contexts a range of measures, including time.
Handle data in practical contexts.