

English: Texts/stimulus - Dr Seuss stories

Features of English, identify and use verbs, nouns, adjectives and adverbs.

Sentences in different forms: statement, question, exclamation, command.

Structure of narrative.

Similarities and differences between texts and characters

Recognise and use variety of punctuation.

Class 2W overview

Dr Seuss



Maths

On-going - Weekly timetables.

Investigating number systems, pattern sniffing, Solving calculation problems, generalising arithmetic, exploring shape and reasoning with measure.

Science

Plants: function of parts of a plant. What plants need. How water is transported. Effects of light. Common features of a seed and how they are linked to dispersal. Design our own seeds thinking about how they will be dispersed.

WOW DAYS

Entry point - Dr Seuss day. Making and flying kites, making green eggs and ham biscuits and exploring cup phones.

Exit point - trip to library

D and T/ Art

Consider the work of a range of artists describing the differences and similarities between different practices and disciplines and making links to their own work. Observational drawing of trees. Matisse - the snail.

Select from and use a range of tools and equipment to perform practical tasks - Kites

PE

Master basic movements including running, jumping, throwing and catching. Develop balance, agility and co-ordination, apply skills in a range of activities

PHSE

Rights, Rules and Responsibilities

Education

Anti-bullying

My Emotions

Geography

Understand geographical similarities and differences through studying human and physical geography of a small area of the UK and a small area in a contrasting non-EU country.

Computing

We are photographers

We are zoologists

Music

Use voices expressly and creatively through songs, chants and rhymes.

RE

Judaism - Special People/ Moses and the exodus from Egypt

Christianity: Harvest Festival. Christmas story including Advent

Special places - Home in Jewish life