Maths

Addition and subtraction

- Add by counting on within 20
- Add ones using number bonds
- Find and make number bonds to 20
- Doubles
- Near doubles
- Subtract ones using number bonds
- Subtraction counting back Step 8 Subtraction finding the difference
- Related facts Step 10
- Missing number problems

Place Value 50

- Count from 20 to 50
- 20, 30, 40 and 50 •
- Count by making groups of tens
- Groups of tens and ones
- Partition into tens and ones
- The number line to 50
- Estimate on a number line to 50 •

PSHE: 1 Decision- Our World

- Understand how we care for others
- Understand the needs of a baby
- Be able to recognise what you can do for yourself now you are older
- Be able to describe the common features of family life
- Be able to recognise the ways in which your family is special and unique



- Introduction into throwing with accuracy
- Apply throwing with accuracy in teams
- Extend throwing with accuracy

History

- To be able to describe the characteristics of toys.
- To find out what toys our parents and grandparents
- played with.
- To find out what toys were like at different times in the past.
- To be able to identify toys that are old and toys that
- are new.
- To be able to describe how toys are different and how
- they are the same.
- To be able to create a toy museum.

Computing: 'Skills Showcase – Programming 1-Beebot'

- To understand the meaning of directional arrows
- To follow a simple sequence of instructions
- To experiment with programming a Bee-bot/Blue-bot
- To explore and tinker with hardware to develop familiarity and introduce relevant vocabulary
- To experiment with programming a Bee-bot/Blue-bot and to learn how to give simple commands
- To learn that an algorithm is a set of instructions to carry out a task, in a specific order
- To learn to debug instructions, with the help of an adult, when things go wrong

R.E: Christianity

Theme: 'Easter - Palm Sunday'

Key Question: Why was Jesus welcomed like a king or celebrity by

thecrowds on Palm Sunday?

Design and Technology

Mechanism system: Making a moving storybook

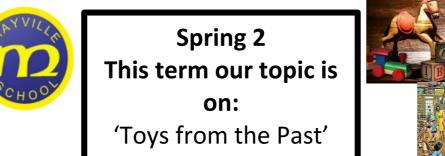
To explore making mechanisms.

To design a moving story book.

To construct a moving picture.

•

To evaluate my finished product.





AF2 to read for meaning

English- Core texts



Writing Genre-

Non-Fiction: Report

- use question
- Fiction: Diary entry

 - •
 - To develop fluency when reading unfamiliar texts.

Science:

- Identify features of reptiles and amphibians.
- Compare and group animals.
- Recognise characteristics of carnivores, herbivores and omnivores.
- To explore plant growth during spring.
- To explore the importance of caring for our planet.

Music: 'Timbre and Rhythm pattern (Fairy Tales)

- To use voices expressively to speak and chant
- To select suitable instrumental sounds to represent a character To compose and play a rhythm
- To recognise how timbre is used to represent characters in a piece of music
- To keep the pulse using un tuned instruments



- AF1 Use a range of strategies including accurate decoding of text,

 - Understand, describe, select or retrieve information,
 - events or ideas from texts and use quotation and reference to text

Capital letters, Full stops, Finger spaces, Adjectives, Nouns, begin to

- Capital letters, Full stops, Finger spaces, Adjectives, Nouns, Pronoun 'I', Proper nouns, begin to join sentences with 'and' Past tense • To explain the order of events in a story.
 - To use what they have read or heard to make inferences.