



## Year 1 & 2 Curriculum Spring 2 2024

### Maths

#### Year 1.

- Multiplication and Division
- Fractions
- Position and Direction

#### Year 2

- 2, 5 and 10-times tables
- Mass capacity and temperature
- Fractions
- Time
- Problem Solving and Efficient Methods

### Computing

#### Digital Photos

- Recognise that different devices can capture photographs
- Make choices when taking a photograph
- Describe what makes a good photograph
- Decide how photographs can be improved
- Use tools to change an image
- Recognise that photos can be changed

### Music

#### Your Imagination

- Listen and Appraise the song Your Imagination and other songs about using your imagination.
- They will identify and respond to rhythm, pitch and pulse, play.
- They will improvise using voices, body percussion and instruments.

### RE

#### What makes some places sacred to believers?

- Recognise that there are special places where people go to worship, and talk about what people do there
- Identify objects used in worship in two religions, how they are used and what they mean.
- Identify a belief about worship and a belief about God, connecting these beliefs simply to a place of worship.
- Give simple examples of how people worship at a church, mosque or synagogue.
- Talk about why some people like to belong to a sacred building or a community.

### English

Our focus text will be: The Sword in the Stone,  
Further reading will include: Arthur the King, Sir Galahad and the Holy Grail and How to build a castle.

As part of this work we will be examining features of narrative: character and setting, writing recounts and our own alternative versions. We will write a diary from the point of view of a squire.

#### SPAG

Y1

- Capital letters for places, questions, singular and plural
- Phase 5 phonics: revision.
- Spelling: Common exception words.

Y2

- Compound nouns and suffixes.
- Spelling: Common exception words, suffixes, contractions

### Topic:

#### What is a Monarch?

Finding out the role of a monarch, children compare the monarchy today with the monarchy in the past. Pupils investigate how William the Conqueror became King and learn how he used castles to rule. They study different types of castles and consider how these evolved over time.



### Craft

#### Map it out

Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. They learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas, choosing the best to meet the brief.

### Science

#### Plants

- Identify and describe the basic structure of a variety of common flowering plants, including trees.
- Identify and name tree parts, identify key similarities and differences between the trees, compare trees and other plants.
- Name and identify common wildflowers and garden plants.
- Identify plants and trees in our local area.
- Identify that deciduous trees lose their leaves in autumn.
- Name and identify examples evergreen trees, such as holly and pine trees.

#### Working Scientifically

- Identifying and classifying.
- Observing closely, using simple equipment.
- Gathering and recording data to help in answering questions.
- Using their observations and ideas to suggest answers to questions.

### PSHE

#### Being My Best

In this unit, children will learn about the importance of a balanced healthy lifestyle, the importance of regular hygiene routines and how to be safe in different situations. They will also look at how to resolve conflicts and how giving and receiving positive feedback makes them and others feel.

### PE

#### Locomotion – Jumping

- Develop understanding of how and why we jump, using our head, arms and feet, applying the correct jumping technique.
- Understand the different reasons when, where and why we jump in different ways.

#### Ball skills - Hands

- Consolidate the ability to accurately roll a ball towards a target.
- Combine their sending and stopping skills, applying their prior knowledge of where we send a ball and why to score points to beat an opponent.