

How can I keep myself healthy?

Year 1 and Year 2

Value this term is perseverance

English

Reading Zog and other Julia Donaldson texts

Rhyming words

Narrative - write a diary entry

Character descriptions

Write our own Zog story.

Write instructions



Maths

Place value to 100 and Multiplication

- Y1

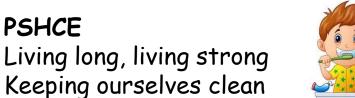
Multiplication - Y2

Division - Y1 and 2

Statistics - Y1 and 2



Gymnastics





DT

Make soup Fruit pudding



Science

The basic needs of animals including Humans for survival.

The importance of exercise, healthy Eating and hygiene

AIM HIGH

To be a good learner I must...

Ask questions

Imagine

Motivate

Computing

Have a go Independent

Goals

Help others

Algorithms unplugged

RE

Who is a Muslim and how do they live? Visit to the Mosque - Y1 and 2

Music

Listen to and describe music









Science

- Ask simple questions.
- Observe closely, using simple equipment.
- Gather and record data to help in answering questions.
- Investigate and describe the basic needs of animals, including humans, for survival (water, food and air).
- Describe the importance for humans of exercise, eating the right amounts of different types of food and hygiene.

D and T

- Explore products to identify likes and dislikes.
- Cut, peel or grate ingredients safely and hygienically.
- · Assemble and cook ingredients.

History

- Ask questions such as: What was it like for people? What happened? How long ago?
- Use pictures, stories and online sources to find out about the past.
- Describe historical events.
- Describe significant people from the past.
- Recognise that there are reasons why people in the past acted as they did.

RE

- Think, talk and ask questions to develop understanding about Muslim beliefs.
- Identify some key Muslim beliefs about God.
- Find out how Muslims use the Shahadah to show what matters to them.
- Look at how Muslims pray and put their beliefs into action.

Computing

- Control motion by specifying the number of steps to travel, direction and turn.
- Use the main functions and buttons on a programmable floor robot.

Music

- · Identify the beat of a tune.
- Recognise changes in timbre, dynamics and pitch.

<u>P.E.</u>

- Move with some control and awareness of space.
- Link two or more actions to create a sequence.
- Show contrasts (such as small/tall, straight/curved and wide/narrow).
- Hold a position whilst balancing on different points of the body.