Art/ DT

Learning about the artist Paul Klee.

Creating an abstract picture in the style of Paul Klee using shapes.

Identifying primary colours and mixing secondary colours.

Making moving animals using mechanisms.

Science

Animals - Identifying types of animals, categorizing animal groups and what they eat (omnivores, herbivores, carnivore)

Materials — Identifying materials and objects made from that material. Describing their properties, manipulating, comparing and grouping materials

Seasonal changes and weather

Outdoor Learning

Safety rules.

Creating pictures with natural resources

Knot tying and creating a frame/decoration

Developing independence.

Music

- Improvise rhythms
- Compose call and response music
- Play a melody on a percussion instrument
- Sing with clear diction
- Recognise and play echoing phrases by ear.

P.E

Recapping and learning fundamental skills including balancing, sprinting, jogging, jumping, hopping and skipping.

Gymnastics skills: making shapes, balances, shape jumps, travelling movements, barrel/ straight/forward rolls

Sending and receiving a ball including tracking, cushioning, kicking an throwing.

Curriculum Map

Autumn Year 1/2

Incredible Castles

Amazing Africa

English

- Sleeping Beauty
- Anansi Stories
- Animal Poems
- Capital letters, full stops, finger spaces, coherent sentences, conjunctions
- Applying and developing phonic knowledge

PSHE

Being me in my world—know that I am valued in my community and I can help create a safe learning environment.

Celebrating differences.— understanding that people can be different.

Geography/History

- Ordering castles on a timeline, identifying features of a castle, how to defend a castle and looking at the changing of a monarch (changes in living memory.

- Locate the UK on a map, know that Africa is a continent, know that Kenya is a country is Africa, locate Kenya on a map and identify human and physical features within a region of Kenya and compare them to our local area.

Maths

- Place value (within 20 and within 100)
- Addition and subtraction including recognising and using the symbols +, -, =
- Name shapes, properties and comparing them (2D and 3D)

Computing

.Programming beebots to follow a simple algorithm (instruction)

Using programming software to make an object move, to problem solve and create a sequence of instructions for the object to follow.