

Spring 2017

Traditional Tales

EYFS & KS 1

Mathematics

EYFS

Recite numbers to 20, then 100. Count back from 20. Ordinal numbers. Begin to estimate quantities. Sort and describe 2D shapes.

Symmetry. Continue a repeating pattern with three colours/shapes/objects. Find different ways to partition sets of ten objects. Find one more and two more than any number to 20. Use uniform non-standard units to measure weights. Recognise cube, cuboid and sphere. Sort 3D shapes. Recognise and know the value of coins. Tell the time using o'clock. Know the days of the week and months of the year. Addition and subtraction.

Year 2

Use the symbols < and >. Know properties of numbers. Use ordinal numbers up to 10th. Round 2-digit numbers. Use number facts or place value to + and -. Add and subtract 2 digit numbers. Recognise regular/irregular 2D shapes. Describe, visualise and draw common 2D shapes. Make and describe polygons. Use Venn and Carroll diagrams. Find $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{1}{3}$ of amounts. Begin to relate multiplication to division. Know 2x, 5x, 10x multiplication facts. Work out whether division or multiplication is needed to work out word problems. Find change by finding the difference. Read time to nearest quarter of an hour and to 5-minute intervals. Collect data to make a block graph.

Religious Education

What do sacred writings teach us about leaders?

What does the Easter story tell us about God's Love and Forgiveness?

Design Technology

Explore and use mechanisms in moving pictures:

Sliders — Gingerbread Man

Lever — Jack and the Beanstalk

Wheels — Little Red Riding Hood

Design and Make a class moving story book for The Three Billy Goats Gruff.

Build structures, exploring how they can be made stronger, stiffer and more stable:

Three Little Pigs houses, Troll's bridge.

Geography

Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.

Art & Design — Sculpture

Looking at the work of different sculptors:

Marc Quinn - bread - Little Red Hen

Michelle Reader - junk - Billy Goats Gruff (Troll)

Barbara Hepworth - boxes - Jack and the Beanstalk (Giant)

Brendan Jamison - sugar cubes - building/structure

Jill Townsley - spoons /elastic bands - 3D shapes

Eva Rothschild - marshmallows and cocktail sticks - 3D shapes.

Science — Animals including humans

- identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals

- identify and name a variety of common animals that are carnivores, herbivores and omnivores

Physical Education

- swim competently, confidently and proficiently over a distance
- use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]

- master basic gymnastic movements including, jumping, developing balance, agility and co-ordination.

English

We will be using story maps and dramas to aid our understanding of what a traditional tale is and to help us to write our own stories.

We will also be looking at alternative versions of traditional tales (twisted tales).

We will also be writing riddles, poems, instructions, and posters. We will be investigating some of the creatures from the stories, such as wolves.

Daily phonic and grammar sessions will take place as well as regular handwriting practice.

Computing

Use 'Word' and 'Publisher' to write stories.

Use the internet safely to find information.

Use Espresso Coding.

Music

We will explore pulse and rhythm and then begin to experience using musical instruments to add sound effects to scenes in traditional and fairy stories as well as sounds for characters.

We will use voices expressively and creatively by singing songs and speaking chants and rhymes. Peter and the Wolf.