



Pine Class Term 2



English

Phonics

Revise: oy, ir, ue, aw

Teach: wh, ph, ew, oe, au, ey, a-e, e-e, i-e, o-e, u-e, alternatives for i and o, c, g u and ow.

Writing

- Say out loud what they are going to write about.
- Discuss what they have written.
- Read aloud their writing clearly enough to be heard.
- Leave spaces between words.
- Join words and clauses with **and**, **because**, **so**
- Accurately punctuate sentences using a **capital letter** and a **full stop**.
- Begin to punctuate sentences using a **question mark** and an **exclamation mark**.

Reading

- Respond speedily with the correct sound to graphemes (letters or groups of letters) for all 40+ phonemes, including, where applicable, alternative sounds for graphemes.
- Read common exception words, noting unusual correspondences between spelling and sound and where these occur in the word.
- Make inferences on the basis of what is being said and done, predicting what might happen on the basis of what has been read so far.

Maths

Geometry- shape

- Recognise and name 3D shapes
- Sort 3D shapes
- Recognise and name 2D shapes
- Sort 2D shapes
- Pattern making with 2D and 3D shapes.

Calculation (addition and subtraction)

- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
- Represent and use number bonds and related subtraction facts within 20
- Add and subtract one-digit and two-digit numbers to 20, including zero.
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.

Science - Animals including Humans (continued from term 1)

- Identify and name a variety of common animals that are birds, fish, amphibians, reptiles and mammals.
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores.
- Describe and compare the structure of a variety of common animals (birds, fish, amphibians, reptiles and mammals, and including pets).
- Identify, name draw and label the basic parts of the human body and say which parts of the body is associated with each sense.

Computing – Lego Builders

Digital Literacy

- understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.
- Begin to use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school.

E-Safety

- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Humanities

History

Chronological Understanding

- Uses common words and phrases relating to the passing of time (e.g. now, then, long ago)
- Knows about the lives of significant people in the past - Mary Seacole

Geography

Geographical Skills and Fieldwork

- Can name, locate and identify characteristics of the 4 countries of the United Kingdom
- Can use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage

Art and design

Thinking Artistically

- Can talk about their art work as they go

Skills and Techniques

- Can use a range of materials creatively to design and make products.
- Can use drawing, painting and sculpture to develop and share their ideas, experiences and imagination