



Pine Class Term 2



English

Phonics

Revise: wh, ph, ew, oe

Teach: au, ey, a-e, e-e, i-e, o-e, u-e, alternatives for /s/ (c as in city), /ee/ (y as in baby) and /or/ (al as in walk)

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 and Edith Cavell

Geography

Geographical Skills and Fieldwork

- Can create simple aerial maps of the school locality.
- Can use basic geographical vocabulary to refer to key physical and human features.

Design and Technology

Skills and Techniques

- Measure or weigh using cups.
- Assemble or cook ingredients.
- Understand where food comes from.
- Begin to evaluate their ideas verbally.

Art and Design

Thinking Artistically

- Can talk about their art work as they go and respond to artist's work.

Skills and techniques

- Understand colour mixing in order to create secondary colours
- 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