

Literacy

Fiction: - Write own sea or space adventure

Non-Fiction: Write a chronological report about explorers referring to Christopher Columbus and Neil Armstrong. Write a letter from Christopher Columbus and Neil Armstrong

Vocabulary and Grammar

- Contractions - can / can't (Yr1/2) and Apostrophe for possession - boy's and girl's (yr2)
- Conjunctions - and (yr1), but, because, when, if, that, or, so, then (yr1/2)
- Using commas in lists (yr1 recognise, yr2 use)
- Punctuation - full stops, capital letters, question marks and exclamation marks
- Recognise and use describing words - Adjectives - eg the blue butterfly

Handwriting

- Evidence of flicks used in writing (yr1)
- Evidence of flicks used and joining up in writing (yr2)



Christopher Columbus

Design Technology

Who invented the sailing ship and space rocket?

Plan, Make and Evaluate

Make a sailing boat that floats and propels by wind.

Make a space rocket that lights up.



ICT: Word Processing and E-safety

Produce a factual sheet on famous explorers (Christopher Columbus and Neil Armstrong)
Choose and change fonts and size of text
Centre and underline (yr2)
Copy and paste pictures from google images
Use websites to retrieve facts.
Save my work in my folder
Find (retrieve) my work in its folder
Print my work

Programming:

Give and follow an algorithm to turn right or left.
Give and follow algorithms to make half and quarter turns.
Give and follow algorithms using the commands right 90 and left 90.
Give, follow and complete an algorithm.
Use recognised language in an algorithm.
Create, test and debug an algorithm.

Maths

Year 2 - 2x, 5x and 10x and division facts Year 1 - count and write in 2s, 5s and 10s

Place Value

- Count, read and write to 50 forwards and backwards 1 or from any number (yr1)
- Count in steps of 2, 3 and 5 from 0 and in 10s from any number forwards and backwards. (yr2)

Multiplication and Division

- Solve one step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. (yr1)
- Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts + calculation (yr2)
- Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. (yr2)

Fractions

- Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. (yr1)
- Recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity. Write simple fractions for example, 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2. (yr2)

Measurement

- Measure and begin to record lengths and heights. Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half) (yr1)
- Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels. Compare and order lengths, mass, volume/capacity and record the results using >, < and = (yr2)

Science - Scientist and Inventors

Describe the properties of Lego.

Compare the bodies of different animals.

Name different plants.

Observe and describe the weather.

Describe how vets look after animals.

Test which items keep us warm.

Think about why Lego is made out of plastic.

Sort animals into different groups.

Make a chart to show our favourite plants.

Measure and record information about rain.

Identify parts of animals' bodies

Describe the properties of materials that keep us warm.

Great Explorers

Willow Spring 2018

Music - What's the score? - Exploring instruments and symbols

Identify instruments and the way their sound can be changed.

Identify different groups of instruments

Perform together using symbols.

Contribute to the creation of a class composition.

Make own symbols as part of a class score.

Choose sounds and instruments carefully and make improvements to their own and other's work

Learn songs about Christopher Columbus and Neil Armstrong

History - Explorers - Unit Outcomes

Session 1/2 - To find out when Christopher Columbus lived and what he was trying to achieve.

Session 3/4 - To find out about Christopher Columbus's journey and what he discovered.

Session 5/6 - To explore the impact of Columbus's voyages and what he brought back to Europe

Session 7/8 - To find out who Neil Armstrong is and why he is remembered today.

Session 9/10 - To find out about Neil Armstrong's landing on the moon and the impact this had on the world.

Session 11 - To be able to compare the lives and achievements of Columbus and Armstrong.

PHSCE

Keeping myself safe
My healthy lifestyle

Religious Education

Judaism - A Jewish Family and special meals

Incarnation - Easter

Christian Value

Compassion

