English: The owl who was afraid of the dark. Compose and write sentences with feeling, imagination and action. Use personification, onomatopoeia, dialogue, prepositions, contractions, similes and the power of three for repetition. Become familiar with adverbial phrases, adverbs and verbs. Write compound, list and complex sentences. Problem/resolution.

Our trip to the woods - Recount Use headings, sub headings and questions including the 4 W's *when, who, where and why*. Create sentences to describe sights, sounds and feelings. Use prepositions and adverbs including time adverbials. Write compound sentences using the conjunction *because*.

Geography Create plans/maps. Use google maps, atlases and globes with symbols. Navigate the four main compass points. Fieldwork in the local area. Identifying and comparing human and physical features in contrasting locations.

Computing Year 1 Introduction to coding What is an algorithm? Programming a Beebot. **Year 2** Developing our coding skills by creating a game using Scratch Junior.

Music Saint Saens - Carnival of the animals.

Art Develop mark making using different media to build depth. Feather drawing to investigate line and pattern. 3D sculpture to create a clay model of an owl.

Into the woods
Monet Class Yr 1& 2
Spring A 2022

RE- Christianity - Who made the world? Listening to the creation story about how God created the universe. Caring for the world because it belongs to God.

PE Monet will be developing their **gymnastic** skills through the unit **Jumping Jacks**. Games will be **Fundamentals** unit. We will finish with a festival of games.

Maths Year 1: Money. Recognise coins and sort between £ and pence. Count coins. Recognise notes. **Place value to** 50: Count and read numbers to 50. One more/less. Tens and ones. Comparing and ordering within 50. **Multiplication:** count in multiples, using group of 2, 5 and 10. Making equal groups. Making arrays and doubles. **Division:** Sharing and grouping.
Year 2: Money: Count pounds and pence. **Multiplication:** count in multiples, using groups of 2,5,10 & 3. Recognise and make equal groups. Add equal groups Use the multiplication symbol. Multiplication from pictures. Use arrays. **Division:** Sharing and grouping. Dividing by 2. Odd and even numbers. Dividing by 5 and 10.

Science and D&T - Animals including humans. Naming and identifying animals, recognising they have offspring, identifying their needs for survival and linking this to the human need to live a healthy lifestyle. DT will be linked to the topic and will include creating a mouth using a hinge, and a variety of different media to create 3D objects including a bird feeder.

PSHE Drug education including medicines/immunisations. Personal safety. Feeling safe or unsafe. Trusted adults and how to ask for help.