

Writing Genre:

Portal stories

Non-Fiction: recount

Class Text: Jack and the Beanstalk Model Text: Jack and the Beanstalk

Handwriting

- form lower-case letters in the correct way and of a consistent size.
- write capital letters that relate to lower case letters.
- To write ascenders (d,b) and descenders (p,y)correctly in relation to other letters.

Composition

- Oral composition of a simple portal story including typical story language e.g. Once upon a time, long ago, there was a... One day... But when... And so...
- Plan and say orally a sentence that they can write and that makes sense using the word 'saw' and the joining word 'and' e.g., Jack saw the shiny gold and the brown hen.
- Write two simple sentences that are correctly punctuated with capital letters and full stops, then re-read and check for the sense of the sentence.
- To spell some common words correctly and make phonetically plausible attempts at others e.g. chimney chimnee.

Vocabulary

- Orally use story language such as Once upon a time.
- Use a describing word (adjective/adverb) e.g., Jack saw the clucking hen and the shimmering harp.

Reading

Class Text: Jack and the Beanstalk Word Reading

- Use their phonic knowledge taught so far to decode unfamiliar words.
- To use all reading strategies when they read sense of the sentence, prior knowledge of the theme of the book/page, pictures and then self-correct when they notice an error.
- To recognise and read whole words that are from the Year 1 common exception word list.
- Recognise alternate sounds for graphemes e.g.,e/ee/ea/y and e-e.

Comprehension

- Recall of the focus text Jack and the Beanstalk being able to re-tell it in a simple way using the repeating phrases.
- To be able to use prior knowledge to make links with other texts that have a similar theme
 e.g., other portal stories Katie and the Starry Night, Where the Wild Things are, Captain
 Flinn and the Pirate Dinosaurs.
- To be able to use what they know so far to make sensible predictions and use inference (what is implied by a character's actions or words).
- What are the problems in the story and what are the resolutions, ensuring they link to other stories that they have read.
- Who are the good characters (heroes) and bad characters (villains) in the story? What makes them heroes or villains? Are there characters in stories that are usually villians or heroes?

SPAG

- GPCs: wh -white; ve- have; tch- witch; ore- more.
- Common Exception Words: friend your today says were there.
- To use capital letters to start sentence, for names, places, days of the week and for the personal pronoun I.
- To use 'and' to join two ideas in a sentence.

Mathematics

Number: Place Value (Within 20)

- Count to twenty, forwards and backwards, beginning with 0 or 1, or from any given number.
- Count, read and write numbers to 20 in numerals and words.
- Given a number, identify one more or one less.
- Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.

Number: Addition and Subtraction (within 20)



- Represent and use number bonds and related subtraction facts within 20
- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
- 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 $7 = \Box -9$

Fluency- Mastering Number

Pupils will continue to explore the composition of numbers within 10 and explore addition and subtraction structures and the related language (without the use of symbols).

- Explore the composition of each of the numbers 7 and 9.
- Explore the composition of odd and even numbers, seeing that even numbers can be made
 of two odd or two even parts, and that odd numbers can be composed of one odd part and
 one even part.
- Identify the number that is two more or two less than a given odd or even number, identifying that two more/ less than an odd number is the next/ previous odd number, and two more/ less than an even number is the next/ previous even number.
- Explore the aggregation and partitioning structures of addition and subtraction through systematically partitioning and re-combining numbers within 10 and connecting this to the part-part-whole diagram, including using the language of parts and wholes.
- Explore the augmentation and reduction structures of addition and reduction using number stories, including introducing the 'first, then, now' language structure.

Problem Solving

- Conjecturing
- Working systematically

Science

Animals including humans

- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals), including to know that vertebrates are animals that have a backbone and invertebrates are animals that do not have a backbone.
- Identify and name a variety of common animals including fish e.g., have fins, gills and scales, breathe underwater, lay eggs and are cold-blooded; birds- warm-blooded, have wings and beaks, feathers and lay eggs; reptiles —are cold-blooded, have scales and cannot breathe underwater; amphibians lay eggs, live on land and water, breathe through gills and change form(metamorphosis).

Religious Education

Who is a Christian and what do they believe?

- That individual religions can have similar and different beliefs about God. (all powerful, loving, close and forgiving).
- That Christians follow the religion of Christianity and celebrate in a church.
- That Christians express their beliefs through art (symbols and images) and music.
- To understand the importance of Jesus in Christians' lives (resurrection Christmas story, prodigal son, Jonah).
- To explore the message behind some of the parables and stories and what this tells us about Jesus.
- To observe what Christians do in their everyday life and what is important to them. (prayer, treating others kindly- explore some prayers).
- That we can ask questions of believers to find out about their religion and what they believe about God.

Physical Education

Dance

- To use counts of 8 to move in time and make my dance look interesting.
- To explore pathways in my dance.
- To create my own dance using, actions, pathways and counts.
- To explore speeds and actions.
- To copy, remember and repeat actions that represent the theme.



- To copy, repeat, create and perform actions that represent the theme.
- To use a pathway when travelling.
- To show some sense of dynamic and expressive qualities in my dance.

Invasion

- To understand the role of defenders and attackers.
- To recognise who to pass to and why.
- To move towards goal with the ball.
- To support a teammate when playing in attack.
- To move into space showing an awareness of defenders.
- To stay with a player when defending.
- To explore dribbling a ball, how to make it bounce high, low.
- To understand changes to the body during exercise.

History Travel

- To know that transport is the way in which people or objects are carried from one place to another, usually on roads, water, and rail or through the air.
- That historians use sources to find out about the past, specifically how historians make claims about the earliest forms of communication.
- How to organise a variety of sources showing modes of transports from different time into 'then' and 'now'.
- To know that the earliest humans had few forms of transport and walked, used boats or used animals to travel from one place to another.
- To know that the wheel was invented around 5,000 years ago and changed the way many people travelled.
- To know that people today are being encouraged to buy electric cars, ride bikes, walk or use public transport (buses, trains) because it is better for the environment.
- To compare and suggest reasons why these images look different, such as:
 - $_{\odot}\,\,$ PAST: Horse drawn carriages and lots of pedestrians as these were common modes of transport
 - NOW: Cars and buses as roads take up a lot of space
 - FUTURE: Plans to make it pedestrian only to reduce air pollution as it's better for the environment
- How to identify which mode of transport is older by looking at it (introduce the concept of chronology).
- To decide which mode of transport they think is the best and why e.g. it is the fastest, it is the best for the environment.

RSHE Health and Wellbeing

- That a physically healthy lifestyle involves daily exercise, a balanced diet and good hygiene.
- That a mentally healthy lifestyle involves talking about their feelings and emotions and spending time doing things they enjoy.
- That personal hygiene includes cleaning their body every day, washing their hands with soap after going to the toilet and before they eat, brushing their teeth twice a day, and covering their mouth and nose when they cough or sneeze.
- That diseases can be spread if they do not maintain personal hygiene.
- How to brush their teeth correctly and that they must do this twice a day and that some food and drink support dental health and some do not. Pupils also learn that they must visit the dentist regularly.
- That babies need care and support and that older children can do more by themselves (SRE lesson 2).
- The names for the main parts of the body, include using the name penis and vulva for external genitalia (SRE lesson 2).

Computing

Algorithms unplugged

- That algorithms use by programmers to tell a computer what to do.
- That an algorithm is a specific set of instructions
- That we call errors in an algorithm bugs and fixing these is called debugging.



- That decomposition means breaking a problem down into smaller parts.
- To debug a simple algorithm to ensure that it works.
- That a mouse, keyboard and microphone inputs and speakers, monitors and printers are outputs.
- That computers are used in electronic devices including household and school appliances.
- To identify which devices connect to the internet and suggest why it's useful
- What 'posting' and 'sharing' online is.
- What a 'digital footprint' is.
- To evaluate their own digital footprint

Art

Drawing architecture

Primary and secondary colours

- That the secondary colours are green, orange and purple, and you mix the three primary colours in different ways to get them.
- That you can add black to make a colour darker, white to make it paler and more of the same colour to make it stronger/grey to make it weaker (Appendix 1b).
- That artists like Friedensreich Hundertwasser who design buildings can sometimes express their thoughts, opinions and feelings through how the building looks.
- To form their own opinions of what they do and do not like when viewing art.
- To use straight lines and square corners to make the closed shape of a building, doors and windows.
- To use different mediums (including pencils, crayons and pastels).
- That artists like to make art using different mediums based on which they like to use most.

Primary Languages – Spanish

Transport (Los transportes)

Vocabulary:

How to say a range of modes of transport and how they move in Spanish.

- The car drives (el coche circula)
- The plane flies (el aeroplano vuela)
- The boat floats (el barco flota)
- The bus stops (el autobús para)
- The motorbike accelerates (la motocicleta acelera)
- The train whistles (el tren silba)
- The lorry beeps (el camión pita)

That listening and repeating helps us to learn a new language.

That there are lots of languages around the world and these help us communicate.

Grammar:

They will begin to notice that, in Spanish, there are different options for a single word in English (i.e the = el/la)

Phonics:

That the trilled 'r' is made from the tongue tapping the roof of the mouth and is different to the 'r' sound in English.

How to say the 'CH' sound in 'coche' and the 'Ñ' sound in 'niño' and 'niña'

Cultural links:

Look at different public transports around the Spanish speaking world and compare to what we have here.