

Oak Class, Terms 3 and 4, Cycle A

Victorian Children: Should Children Have to go to School?	
Subject	Overview of skills, knowledge and activity
Literacy	<p>Reading and writing:</p> <ul style="list-style-type: none"> • Personal recounts (real and fictional) • Stories – retelling and adapting (based on fairy tales) • Poetry – strong vocabulary, alliteration and onomatopoeia (based on topic) • Non-chronological reports • Top Talking Skills: The language of retelling and the language of argument
Maths	<p>Y1</p> <p>Term specific content:</p> <ul style="list-style-type: none"> • Number bonds for 8 and 9 (also derive subtraction facts and subitise) • Begin to work out number bonds for 20 • Double numbers up to double 10 • Add and take one digit numbers to and from two digit numbers • Name, recognise and know the properties of 3D shapes: cube, cuboid, cone, cylinder and sphere • Tell the time (o'clock and half past) on analogue and digital clocks • Know units of time eg days, minutes, hours • Place value (to 100) • Odd and even numbers <p>Reviewing and extending :</p> <ul style="list-style-type: none"> • Numeral formation • Counting reliably • Read and write numbers (in words and numbers) • Understand 0 as the empty set • Estimation • Describe position, direction and turns using common words (e.g. above, half turn, forward) • Money - recognise all coins and know their value • Money - make amounts in pence • Data – Venn diagrams <p>Y2</p> <p>Term specific content:</p> <ul style="list-style-type: none"> • Add and subtract two digit numbers • Find the difference between numbers by counting up from the smaller number • Find $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ and $\frac{1}{3}$ of shapes and numbers • Know x2, x10 and x5 tables • Begin to count in 3's • Multiply and begin to divide • Recognise, name and describe properties of 3D shapes • Begin to tell the time to the quarter hour on analogue and digital clocks • Begin to find change • Tally charts, pictograms and block graphs <p>Reviewing and extending:</p> <ul style="list-style-type: none"> • Find inequalities (numbers that are <i>greater than</i> or <i>less than</i> other numbers) • Add or subtract 10 or 1 from and to numbers to 100 and beyond • Add and subtract multiples of 10 to and from numbers • Add or subtract near multiples of 10 e.g. 11, 12, 21 or 32 • Begin to add and subtract 2-digit numbers • Add several small numbers spotting pairs that make 10 or doubles

	<ul style="list-style-type: none"> • Know number bonds for 20 (deriving subtraction facts and subitising) • Begin to know number bonds for all the teens numbers (deriving subtraction facts and subitising) • Double numbers up to double 15 • Begin to add near doubles to 15 • Begin to add and subtract bridging 10 • Count in 2s, 5s and 10s from zero • 2D shape – recognise, name and sort 2D shapes and identify right angles • Measure – begin to measure using centimetres and metres • Position and direction – use the vocabulary of position and direction including right and left and half and quarter turns • Money – find totals of coins and use coins to make given amounts • Data – Venn and Carroll diagrams • Place value to at least 100 (order, compare, find numbers that come between)
Science	<ul style="list-style-type: none"> • Materials and their properties • Materials and their uses • Continue to observe our micro-habitats over the year • Seasonal change (including day-length)
Computing	<ul style="list-style-type: none"> • E-safety • Coding (algorithms and debugging, including programmable toys) • Saving and retrieving documents • Research (aspects of topic) • Uses of IT (industrialisation)
History	<ul style="list-style-type: none"> • Changes over time (industrial and social change in Victorian period) • How can we find out about them? (explore variety of sources) • Chronology • Comparing Victorian and modern day schools • Empathy for children living in the past • Local History (Seend School and Sevington School)
Geography	<ul style="list-style-type: none"> • Continents and Oceans • Recognition of the UK and countries of which it is comprised
Art & DT	<ul style="list-style-type: none"> • Continue to use sketchbooks to record observations in Science (habitats) • Weaving • Lowry and depiction of figures in Art • Industrial Art • Learn about steam engines (at very simple level)
R.E.	<ul style="list-style-type: none"> • Does praying at regular intervals everyday help a Muslim in his/her everyday life? • Is it true that Jesus came back to life again? (salvation)
P.E.	<ul style="list-style-type: none"> • Games • Gymnastics – transfer of weight • Dance (topic-based)
Music	<ul style="list-style-type: none"> • Pulse and rhythm (taught predominantly through singing) • Singing (Victorian mill song)
P.S.H.C.E	<ul style="list-style-type: none"> • Learning skills – Growth Mindsets and learning powers • School Values today and in the past • Safe touching • Community, trust and team-building