

Curriculum Principles

Equality of Opportunity Raising pupil aspiration through inspiration, enjoyment and fulfilment; Access to academic excellence; Opportunity to enhance and develop skills/talent; Developing dedication and resilience	Enquiry Based Learning Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills	Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Sustainability Emotional Intelligence; Love for learning and collaboration; Care for the environment and community; Fostering tolerance, understanding and empathy
-Walk around the school and local area using the school map. -Designing and creating a feature for the bug hotel.	-Hunting for human and physical features. - Identify different habitats suited to different kind of animals. - Sorting animals into carnivore, omnivore and herbivore.	- Cultural day- sharing their customs, dress, dance and food. - Bug hotel gallery - Missing Everywhere bear and stolen pages form the book.	- Creating a bug hotels using recycled objects. - Exploring how human beings have caused damage to our local environment.

YEAR 2
Title: Who are we?

Big Bang: Cultural day
Dress, food, dance

School Trip/Special Events
- Durants park- Date- TBC

Celebration
- Children's bug hotel gallery

Computing – DB Primary
-Use technology safely and respectfully.
- To understand what algorithms are.
- To debug a simple program.

PSHE
-Health and well-being.
- Living in the Wider World
-How to treat others with respect.

Key Curriculum Areas:
Science, Geography and ART

Science- Living things
-Classification - Sorting animals and things into dead, living and never alive.
-Habitats- what makes a good habitat for an animal?
-Food chains- carnivores, herbivores and omnivores.

Geography- Where we live.
- Within our school and local area. Using a map and following simple directions.
-Human and physical features- homes, roads, trees, plants and ponds.
-Environmental damage and how it can be prevented.

ART – Weaving
- To understand the technique of weaving.
- To use sustainable materials to create a weaving pattern.
- To create plan and design a feature using weaving.

Maths
Place value
-1 more and 1 less, comparing numbers using more than and less than.
-Reading and writing numbers.
-Recognise the place value of two digit numbers.
-Partitioning 2 digit numbers into 10s and 1s.
-Ordering numbers biggest to smallest, smallest to biggest.
Addition-
Addition facts to 20.
Adding 2 digits by 1 digit.
Solve problems using additions facts.
Subtraction -
- Recall and use subtraction facts to 20 and use related facts to 100.
Geometry -
To name 2D and 3D shapes and identify their properties.

PE indoor – Dance
- To be able to use simple movement patterns exploring different movements.

PE outdoor - Games
- Developing awareness of speed & distance / learning to run in a coordinated & fluent way.

English
Non-Fiction
Welcome to our world by Moira Butterfield and Harriet Lynas
- Non- chronological report.
- Heading, Sub-heading, images, text, information.
- Write using first person in past tense.
- Use compound sentences with conjunctions.
'The Everywhere Bear' by Julia Donaldson
- Narrative writing within a setting, character description, build-up, dilemma and resolution.
-Adjectives, nouns and verbs.
-Expanded noun phrases.
- Conjunctions- 'and' 'but' and 'because'.
-**Spelling-** See Autumn 1 Spelling list.
-**Handwriting:** continuous cursive handwriting.
-**Guided Reading:** daily sessions teaching reading skills
Cross Curricular Links
Who are we? Cultural day

Music – TBC