Maths
Numbers to 20, including place value
Order and Pattern and Ordinal Numbers
2D and 3D Shapes
Measurement

Whole Class Mental Maths Target
Addition & Subtraction: To know the number bonds for 1-10 and then the number bonds to 20.

English
Fiction & Poetry: traditional tales and fairy stories
Non-Fiction: information texts, including non-chronological report, dictionaries, instructions.

English Targets
Keeping letters on the line. Checking letter formation.
Putting finger spaces between words.
Segmenting words before writing them.
Using capital letters at the beginning of sentences and for names. Putting full stops at the end of sentences,
Using describing words. Using 'and' to join words and clauses, Using time words and using joining words.
Saying your sentence before writing it. Reading your writing to check it makes sense. Using exciting language.

Science
Polar Adventure – Spring 1
Children learn to name animals that are birds, fish, mammals, carnivores, herbivores and omnivores and describe and compare different common animals. They also describe the properties of everyday materials that are transparent, translucent, opaque and waterproof, flexible, then compare and group materials.
Treasure Island – Spring 2
Children learn to identify and name a variety of plants and a variety of animals, including fish, amphibians, reptiles, birds and mammals. They will then describe and compare the structure of a fish with humans and some other animals. Children will also learn to describe the simple physical properties of everyday materials.
Seasonal Change –Through the year
Children will continue to observe changes across the four seasons and observe and describe weather associated with the seasons and how day length varies.

Geography
The United Kingdom
Spring 1
Children will name, locate and identify characteristics of the four countries, counties, cities and surrounding seas of the United Kingdom. They will study the human and physical geography of areas and use vocabulary to describe features and areas.

History
How food has changed over time- Spring 2
In this unit, the children will explore how the food eaten by people living in Britain has changed over the centuries.

Art: Watercolours– Spring 1 and 2
BREAKING THE WINDOW
Why paint a landscape view?

Key skills: Painting and Colour Theory

Key medium: watercolours and poster paint

Key artists: Paul Cezanne and Pieter Brueghel

DT: Moving Pictures/ Mechanisms – Spring 1/2
In this unit, children develop an understanding of simple mechanisms through designing and making moving pictures. Children develop their understanding of how movement can be created by investigating everyday products and making simple levers and sliders from given examples.

P.E
Spring 1
Ball Skills: Throwing, Catching and Aiming Games – developing partner work.

Gymnastics and Indoor Games

Spring 2
Ball Skills: Throwing, Catching and Aiming Games – developing partner work.

Gymnastics and Indoor Games

Music
More complex notation is introduced to the children. There is an ongoing focus on vocal control, rhythm, pulse and movement - through creating music, use of percussion instruments and having a good time! (DaCapo syllabus)
Listening: Prokofiev, Peter and the Wolf, The Cat and The Duck

R.E
Why did Jesus teach the Lord's prayer as the way to pray? – Spring 1
Children look at the importance of prayer to Christians and explore this particular prayer and its meaning.

What are God's rules for living? – Spring 2
Children look at and think about the 10 Commandments.

Why is Easter the most important festival for Christians? – Spring 2
Children look at and reflect on the events of Palm Sunday, the Last Supper, Good Friday and Easter Sunday.

Computing
Spring 1- Programming- Moving a Robot
Learners will be introduced to early programming concepts. Learners will explore using individual commands, both with other learners and as part of a computer program. They will identify what each command for the floor robot does, and use that knowledge to start predicting the outcome of programs. The unit is paced to ensure time is spent on all aspects of programming, and builds knowledge in a structured manner. Learners are also introduced to the early stages of program design through the introduction of algorithms.
Spring 2- Grouping Data
This unit introduces learners to data and information. Labelling, grouping, and searching are important aspects of data and information. Searching is a common operation in many applications, and requires an understanding that to search data, it must have labels. This unit of work focuses on assigning data (images) with different labels in order to demonstrate how computers are able to group and present data. During this unit, learners will be logging on to the computers, opening their documents, and saving their documents. Depending on how your school's system is set up, additional support and time may be required to facilitate these steps, and consideration should be given as to how this will impact the timings of activities in each lesson.