

Birch Class – Curriculum Overview

Summer 2nd Half term

Maths	Number	Year 1: Place Value within 100 - Count from 50 to 100, count Tens to 100, Partition into tens and ones, The number line to 100, 1 more 1 less, comparing numbers
	Statistics	Year 2: Statistics - Tally charts and pictograms Year 3: Statistics - Tally charts, pictograms and bar charts.
	Mass and Volume, capacity	Year 1: Mass and Volume Year 2: Mass, Capacity and Temperature Year 3: Mass and Capacity
English	Writing	The Koala that Could Writing unit based on character descriptions, thoughts and feelings, diary entries and narratives.
	Spelling	Children will be taught age related spelling patterns through Spelling Shed.
	Grammar and Punctuation	Year 1: Suffix -es, -er, capital letters for people and places Year 2: Suffix -ful, -less, Adverbs (ly), Word classes Year 3: Suffix -ation, -ous, Subordinate Clauses,
	Reading	We encourage reading for pleasure at different points throughout the school day and there is a class story at the end of each day. We will listen to individual readers on a frequent basis and also have a weekly guided reading lesson to develop skills such as comprehension and inference.
Science	Plants	<ul style="list-style-type: none"> • observe and describe how seeds and bulbs grow into mature plants • find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. <p>We will also work in our school garden as much as possible to start growing our own fruit and veg</p>
Geog	Hot and Cold Places	<ul style="list-style-type: none"> • Identify hot and cold places and locate them on a map. • Recognise the features of a hot and a cold place. • Explore a hot or cold place. • Identify the animals that live in hot and cold places and recognise how they adapt. • Compare a pack list for a trip to a hot place with a list for a cold place. Describe what I would see in a hot or cold place. <p>Map skills</p>
PE	Cricket	Developing Fundamental Skills of cricket: Bat and Ball Control, basic strokes, footwork, throwing and catching Develop hand-eye coordination by throwing and catching a ball.

	Athletics	<p>Developing Fundamental Movement Skills:</p> <p>Running: Children will learn to run in a straight line, change direction, and sprint while maintaining good technique (looking forward, swinging arms).</p> <p>Jumping: They will practice standing jumps for distance and height, learning to swing their arms back when jumping.</p> <p>Throwing: Children will develop their underarm throwing technique, focusing on accuracy and distance.</p>
DT	Structures	<p>Strong Tower Challenge. Design and build the tallest stable tower using a range of materials. Designing, Making, Evaluation & Developing Technical Knowledge</p> <p>Knowledge:</p> <ul style="list-style-type: none"> • Criteria for building strong towers • Broad stable base • Height affects stability • tested structure with strength improvements <p>Vocabulary: structure, base, height, stability, strengthen, reinforcing</p>
French	Numbers 0-20 Food and Drink	<p>Children will use numbers from 0 – 20, play games related to numbers. Play games and sing songs related to Food and Drink, remembering key words and phrases from it.</p>
RE	Years 1 & 2: What happened at the Ascension and Pentecost?	<p>In this unit pupils will develop their understanding of this special time of year for Christians. They will know that Jesus ascended to Heaven and learn about the Holy Trinity. They will be encouraged to express their views and thoughts on Heaven.</p>
	Year 3: Proverbs	<p>This Bible topic on Proverbs focuses on practical wisdom and life lessons. Students explore how to make good choices, build strong relationships, and show godly character through short, memorable sayings. It serves as a practical guide for how to live well in God's world</p>
Computing	Graphing	<p>Using Purple Mash 2Graph, children will learn to</p> <ul style="list-style-type: none"> • set up a graph with a given number of fields. • enter data for a graph. • produce and share graphs made on the computer. • present results in a range of graphical formats.