

# St. Edmund's Catholic Primary School

# Year 1&2 (Cycle A) Medium Term Plan 'Explore - Spring Term 2'

# The QUESTION

<u>RE</u>

#### Change

The children will explore how Lent offers a time to reflect on life and change. This is a time to prepare for Easter. Change is a necessary part of healthy growth.

## **English**

#### Fiction – Traditional tales—Hansel and Gretel

Children will be able to listen to a range of traditional tales. Children will be able to discuss the main characters. Children will be able to make predictions. Children will be able to identify and discuss the main character in the story.

Non-fiction - Recounts—Family events

Children will be able to activate prior knowledge. Children will be able to listen to others. Children will be able to relate to their own experiences. Children will be able to use a capital letter for the personal pronouns 'I'. Children will be able to talk about an event which they have attended. Children will be able to read a range of recounts in line with their own phonic development.

## <u>Maths</u>

Y1 - Number: Place Value (Within 50),

Measurement: Length and height,

Measurement: Weight and Volume

Y2 - Geometry: Properties of shape,

Number: Fractions

## Driver Subject—Geography

#### Locational knowledge

Name and locate the world's seven continents and five oceans.

#### Geographical skills and fieldwork

Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage

Use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map.

### **Science**

#### Animals including humans

Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Recognise that humans are animals. Compare and describe differences in their own features (eye, hair, skin colour, etc.).

#### Recognise that humans have many similarities.

Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Recognise that humans are animals. Compare and describe differences in their own features (eye, hair, skin colour, etc.).

## **Scientific Enquiry**

#### Identifying and classifying key features:

- children identify features or tests that help them distinguish between different things
- enables children to learn the names of things, their characteristics, similarities and differences
- enables things to be grouped by observable features

#### Observing over time

- identify, observe or measure changes over time
- can take place over a span of time from minutes and hours to weeks and months
- enables children to identify a pattern that may emerge from observations
- facilitates making predictions based on these observations
- may involve understanding natural sequences and cycles

### Art & Design—Self Portraits

#### Drawing

Children can make observational self-portrait drawings in detail using mirrors. They should experiment with mark-making, using a range of pencil grades, charcoal, graphite sticks and pens. They should use a range of scales for both group and individual pieces of work. When drawing, children should be encouraged to carefully observe the head shape, hair, placement of eyes, nose and mouth.

Following modelling, provide children with opportunities to experiment with making shades and tones in greys using chalk and charcoal. They can further develop this technique by including smudging to suggest bone structure of cheeks and nose.

Extend the range of media to include chalk pastels or oil pastels.

### Computing

#### 2 code

- Pupils can explain what coding means.
  Pupils know that for the computer to make something happen, it needs to follow clear instructions.
- Pupils can explain what a block of code is.
  Pupils can read through combined blocks of code.
- Pupils can make a background using Design Mode.
- Pupils can design a simple program and then create the program using 2Code.
  Pupils can write a program that controls how a character will move.
  Pupils can make a character move when clicked.

## PSHE/RSE

One World

- talk about special people in their life and say why they are special
- talk about different homes around the world and identify how they are the same as and different from their own
- describe what their school is like
- explain what an environment is
- explain what natural resources are and identify how people use them
- say what they love about the world in which they live and describe how they would feel if these things disappeared.

### Geography

#### Locational knowledge

Name and locate the world's seven continents and five oceans

#### Geographical skills and fieldwork

Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage

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## <u> PE</u>

#### **Invasion Games**

Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. • Participate in team games, developing simple tactics for attacking and defending.

## Audience/Presentation/Professional/Trip

Museum visit to look at old toys and recent history—Victorians (to be confirmed).