

Literacy / Communication

- To identify key features in a text
- To write a description of a setting
- To use and name nouns, adjectives, verbs, conjunctions and adverbs
- To plan ideas for writing
- To make simple additions and changes after proof reading
- To write a narrative about personal experiences and those of others

Numeracy

Place Value

- To recognise the value of each digit in a two-digit number
- To compare and order numbers up to 100; use < > = signs
- To use place value and number facts to solve problems

Addition and Subtraction

- To add and subtract objects using concrete objects, pictorial representations and mentally
- To recall and use addition and subtraction facts up to 20 fluently, and derive and use related facts up to 100
- To recognise and use the inverse relationship between addition and subtraction

Computing

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programmes execute by following precise and unambiguous instructions

Art & Design / Design Technology

- To mix secondary colours using only primary colours
- To use different hues and tone when making seascape paintings
- To evaluate their own work in relation to the work of others

Geography / History

- To use simple compass directions
- To identify key human and physical features of an area and compare two contrasting areas



WE WILL BE LEARNING – Island Adventures



Talk for learning

Listen and respond appropriately to adults and peers.
Ask appropriate questions to extend understanding and knowledge.

Spiritual, Moral, Social & Cultural

School Values:
Friendship
Understanding

Outcomes

Through a variety of exciting stories and learning children will have a fun cross-curricular experience.
The children will learn to talk about what went well in the learning and how they can improve it.

PSHE

- To identify what we need to learn and what stops us for learning by writing a class learning charter
- To get to know each other, solve problems, look after each other, make good choices and how to have happy playtimes

SCIENCE

Materials

- To identify and compare a variety of everyday materials including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- To find out how the shapes of solid objects, made from some materials can be changed by squashing, bending, twisting and stretching
- To work scientifically, comparing materials and finding out how the shapes of solid objects can be changed

Working Scientifically

- To identify and classify
- To name and group
- To ask simple questions and recognise that they can be answered in different ways

R.E

- To explore different parables from the bible

Music

- To use their voices expressively and creatively by singing songs and speaking chants and rhymes
- To listen with concentration and understanding

P.E

- To master basic movements including running, jumping, throwing and catching