

Term	Spring 2 Term				
Week	Week 1	Week 2	Week 3	Week 4	Week 5
School values	Challenge	Challenge	Challenge	Challenge	Challenge
Learning habits	Resilience	Resilience	Resilience	Resilience	Resilience
Class text	Little Red Riding Hood	Toys of the Past	Toys of the Past	Toys of the Past	Toys of the Past
Real Life Experience			STEM ambassador visits STEM parent visits	Toys from the Past Museum Box Visit from Lloyds Bank	Be Our Guest Lunch
Events/Celebrations		World Book Day	STEM Week Francophone Day	NDD Celebration Week Holi Festival	
Phonics	Phase 5 /ur/ or 'word' /oo/ u oul 'awful' 'could' /air/ are 'share' Grow the Code: /or/ au aur oo al 'author' 'dinosaur' 'floor' 'walk'	Phase 5 /ch/ tch 'match' /ch/ ture 'adventure' /ar/ al 'half' /ar/ a 'father' Tricky words: because, eye	Phase 5 /or/ a 'water' Schwa in longer words: different /o/ a 'want' Grow the code: /air/ 'bear' 'there'	Phase 5 /ur/ ear 'learn' /r/ wr 'wrist' Grow the code: /s/ 'whistle' 'science' Schwa at the end of words: actor	Phase 5 <u>Grow the code week</u> /c/ ch 'school' /sh/ ch 'chef' /z/ /s/ ce se ze freeze
Tricky words	Once, laugh	Because, eye	Review	Review	Review
English The Write Stuff	<u>Toys of the Past (Report)</u> Find a shape (2 days) Experience Day (Old toys) Heading/Timeline	<u>Toys of the Past (Report)</u> Experience Day (Teddy Bear Picnic) Subheading/Question/Overarching idea <u>World Book Day:</u> Book Characters Book Review Recipe for a good book	<u>Toys of the Past (Report)</u> Experience Day (Computer Games) Subheading/Information/Unique Experience Day (wheeled toys) Reading Assessment 1	<u>Toys of the Past (Report)</u> Reading Assessment 2 Subheading/Question/Information Glossary	<u>Toys of the Past (Report)</u> Planning independent write Independent write (2 days) Edit Publish
Key Vocabulary	Report Heading Timeline Past	Subheading Questions Synonyms	Rhymes Vocabulary Simile	Alliteration Glossary	Success Criteria Non-fiction Report Edit
SPaG	Plural Nouns -s and -es	Compound Words	Rising Stars Assessment	Question Marks	Sequencing Sentences
Maths White Rose	<u>Addition and Subtraction</u> Related facts Missing number problems End of unit assessment	<u>Place Value to 50</u> Counting from 0-50 Counting by making groups of 10 Partitioning into 10s and 1s	<u>Place Value to 50</u> Exploring the number line to 50 Exploring one more and one less to 50 End of unit assessment.	<u>Length and Height</u> Comparing length and height Measuring length using objects Measuring length in cm End of unit assessment	<u>Mass and Volume</u> Heavier and lighter Measuring mass Comparing mass Full and empty Comparing volume

Key Vocabulary	Number bonds Addition Subtraction	Numbers 0-50 Base ten Ones Units Grouping Partitioning	Numbers 0-50 Number line One more One less Jump forward/backward	Compare Similarity/difference Measure Cm Length Height	Compare Measure Mass Volume Heavy/heavier Light/lighter
Science	<u>Properties and use of materials</u> Identifying the same material when made into different objects.	<u>What properties do materials have?</u> Naming several properties of a material Learning how to test for different properties.	STEM Week	<u>Does it bend or stretch?</u> Sorting materials into two sets according to physical properties	<u>Do all materials get wet?</u> Comparing different materials and their physical properties
Key Vocabulary			Compare, different, similar, describe, record, sort, suitable, test, bend, flexible, opaque, rigid, waterproof, manufactured, natural, transparent.		
History	<u>Geography</u> Exploring how we dress for different weather and seasons. End of unit assessment.	<u>What is your favourite toy?</u> Talking about our favourite toys.	<u>Did your parents and grandparents play with the same toys as you?</u> Finding out what toys were like in the past and how these might be similar/different to our own toys.	<u>What were toys like in the past?</u> Investigating what toys were like up to 100 years ago.	<u>What is similar and different about toys now and toys in the past?</u> Comparing toys from the past to modern toys.
Key Vocabulary			Artefact, century, decade, different, evidence, historian, living memory, memory, modern, now, past, present, remember, sequence, similar, source, special.		
Music	Round and Round Intro to song	Sports Coach	Round and Round Begin to learn parts	Round and Round Learn to improvise	Round and Round Improvising
Key Vocabulary			Rhythm, tempo, melody, pulse, pitch, music, style, glockenspiels, improvise, compose, perform		
Design and Technology Textiles: Puppets	<u>Art – Simple Printmaking</u> <u>Foam Print</u> Print using foam boards	<u>Joining Fabrics</u> Join fabrics together	<u>Designing my puppet</u> Design a template	<u>Designing my puppet</u> Cut out puppet with template	<u>Making and joining my puppet</u> Join two fabrics together
Key Vocabulary	Foam Prints Collage	Equipment Glue Safety pin Technique	Design Inspiration template	Fabric Model Template Design	Equipment Technique Fabric
Computing & Online Safety	<u>Creating and Following Instructions</u> Understanding that an algorithm is a set of instructions.	<u>Creating and Following Instructions</u> Following and creating simple instructions.	<u>Creating and Following Instructions</u> Learning that to sequence an algorithm requires the correct order.	<u>Animated Stories</u> Understanding the differences between traditional books and digital books.	<u>Animated Stories</u> Drawing a character for a digital storybook.
Key Vocabulary			Algorithm, challenge, command, direction, instruction, left and right, route, undo, unit.		

Indoor PE	<u>Net and Wall Games</u> To explore hitting with a racket	<u>Net and Wall Games</u> To develop racket and ball skills.	<u>Net and Wall Games</u> To develop sending a ball using a racket.	<u>Net and Wall Games</u> To develop sending a ball using a racket.	<u>Net and Wall Games</u> To develop hitting over a net.
Key Vocabulary			Balance, breath, copy, feel, focus, listen, pose, slowly, stretch.		
Outdoor PE	<u>Target Games</u> Developing underarm throwing towards a target	<u>Target Games</u> Developing throwing for accuracy	<u>Target Games</u> Developing underarm and overarm throwing at a target	<u>Target Games</u> Developing throwing for accuracy for a distance	<u>Target Games</u> Selecting a correct throw for a target
Key Vocabulary			Balance, distance, further, overarm, underarm, point, score, swing, throw		
RE	<u>Engage:</u> Idea of souvenirs/symbols (Christianity)	<u>Enquire:</u> Symbols from the Easter story (Christianity)	<u>Explore 1:</u> Easter symbols from the Bible: Resurrection story (Christianity)	<u>Explore 2:</u> Easter symbols in church practice: An Easter service (Christianity)	<u>Explore 3:</u> Easter symbols in Christian Living (Christianity)
Key Vocabulary	Souvenirs Symbols	Symbols Resurrection Easter	Jesus Tomb Symbols	Cross Communion Easter	Symbols Resurrection Christian
PSHE	<u>Citizenship</u> To recognise how we are the same and different to other people and the groups we belong to.	<u>Citizenship</u> To understand how democracy works.	<u>Economic Wellbeing</u> Discovering what money is and how people use it.	<u>Lloyds Bank Visit</u>	<u>Keeping Money Safe</u> Considering ways to keep coins safe.
Key Vocabulary	Same Unique Different belong	Cash Purse/wallet Safe/unsafe Piggy bank	Bank Bank account Deposit withdraw	Choice Expensive Spend/save Value	Earn Responsibility Interview Job
Assessments	Mock phonics screening assessment End of unit maths assessment		Daily Keep Up phonics assessments	Independent writing assessment. Reading assessments Maths assessment	Phonics end of term assessments