

## Term 2 Plan for Year One and Two 2016

### Scientific and Technological Understanding

Ask simple questions and recognise that they can be answered in different ways

Observe closely, using simple equipment

Perform simple tests:-

- Everyday materials
- Squashing, stretching, bending, twisting

### RE

Celebrations

**Advent** - Religions and beliefs (Christianity)

### Understanding English, Communications and Languages

Harry and the Bucketful of Dinosaurs

- ❖ My favourite toy

**Year 1: Fiction** - The Brown Paper Bear; Albert LeBlanc;

**Toy Story; Toys in Space**

- ❖ Drama for writing - actions and speech in role
- ❖ Characters
- ❖ Creative stories

**Year 2: Fiction** - Goldilocks and the Three Bears

- ❖ Reading stories with repetitive language
- ❖ Writing a sequence of sentences to build short narratives

**Non-fiction texts**

- ❖ Contents, index, glossary, labels and captions
- ❖ Asking questions and finding answers
- ❖ Writing captions and labels

**Poetry** - A Night Time Adventure

- ❖ learn, recite and act out stories and poems; identify patterns of rhythm, rhyme and sounds in poems and their effects
- ❖ writing poems based on ones they read

### Computing

Combine Text, Graphics and Sound

photostory, creating simple scenes

Developing ideas and making things happen

Programmable toys - Beebots

### **Marvellous Middle**

Design and make a vehicle

## Magic of Toys

**WOW**  
Toys' Tea Party

**Fantastic Finish**  
Perform our Christmas Play

### Understanding Physical Development, Health and Wellbeing

**Dance**

Toys coming alive - Nutcracker  
Christmas Play

**Games**

Y1- Rawmarsh - Striking and Fielding / Speedy Pass

**JIGSAW** - Being me in my world

### Maths

**Year 1** - addition and subtraction - adding and subtracting numbers within 10, number bonds to 10, 2D and 3D shapes

**Year 2** - adding and subtracting, recognising British coins, making amounts in different ways, adding coins

### Historical, Geographical and Social Understanding

Changes within living memory - Looking at the development of toys over time.

- ❖ Toy timelines
- ❖ Changes in playing games throughout history

### Understanding the Arts

**Art**

Observational drawings using pencil and charcoal  
Christmas cards  
Calendars