



	Objectives Spring	
Numeracy	Y1 - Power Maths Addition within 20 Subtraction within 20 Numbers to 50	Y2 Power Maths Multiplication and Division Statistics Length and Height
Literacy	<p>Children will read and write using a variety of genres and purposes including stories, poems, instructions, character profiles, comic strips and explanations. Children will create a new superhero, label and describe their character.</p> <p>Non-fiction: Write instructions for how to cross the road safely. Children will also write about how the emergency services help us.</p> <p>Children will create a comic strip story using speech bubbles and write their own fantasy superhero story.</p>	
Science	<p>Plants - Chris Quigley Targets</p> <p>Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.</p> <p>Identify and describe the basic structure of a variety of common flowering plants, including trees.</p> <p>Observe and describe how seeds and bulbs grow into mature plants</p> <p>Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.</p>	
RE/ PS HE	See Separate Planning	
Humanities	<p>Geography,</p> <p>Local area, road safety, recycling and the environment. See Forest Schools</p> <p>History</p> <p>Real life superhero (Florence Nightingale)</p> <p>Use evidence to answer questions about things that happened in the past.</p> <p>Use artefacts, pictures, stories and the Internet to investigate the past.</p> <ul style="list-style-type: none"> • Describe historical events. • Describe significant people from the past. (Florence Nightingale) • Recognise that there are reasons why people in the past acted as they did. • Label time lines with words or phrases such as: past, present, older and newer 	



Art/Design and Technology	<p>DT</p> <p>Superhero Pop-Ups</p> <ul style="list-style-type: none"> • Examining pop-up mechanisms • Making sliding mechanisms • Following instructions to make a pop-up book <p>Balloon-Powered Cars</p> <ul style="list-style-type: none"> • Finding out about wheels and axles • Designing and make balloon-powered cars • Testing and improving a design <p>Chris Quigley Targets</p> <ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. • Make products refining the design as work. • Make products by working efficiently (such as by carefully selecting materials) <p>ART</p> <p>Andy Warhol, Pop Art Superheroes Children to use drawing and painting to develop and share their ideas, experiences and imagination To develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space.</p> <p>Mother's Day cards</p> <p>Chris Quigley Targets</p> <ul style="list-style-type: none"> • Respond to ideas and starting points • Explore ideas and collect visual information • Use thick and thin brushes • Mix primary colours to make secondary • Add white to colours to make tints and black to colours to make tones • Create colour wheels
Computing	<p>Secret Identities - Staying Safe Online</p> <p>Learn to log on and off safely. Email a super hero/superhero reply Design a superhero</p> <ul style="list-style-type: none"> • Thinking about the devices we use to access the internet • Thinking about some ways in which we use the internet • Remembering some ways to maintain a 'secret identity' and stay safe online. <p>Design an E safety Superhero poster.</p>



Forest Schools	<p>Spring 1 Mondays - Class 2 in woods - DT and Geography Focus</p> <p>DT</p> <ul style="list-style-type: none"> • Cut peel, or grate ingredients safely and hygienically. • Measure or weigh using measuring cups or electronic scales. • Assemble or cook ingredients <p>Through Forest Schools</p> <p>Geography</p> <ul style="list-style-type: none"> • Use simple fieldwork and observational skills to study the geography of the school and the key human and physical features of its surrounding environment. • Identify seasonal and daily weather patterns in the United Kingdom • Identify land use around the school • Use basic geographical vocabulary to refer to: <ul style="list-style-type: none"> • key physical features, including: beach, coast, forest, hill, mountain, ocean, river, soil, valley, vegetation and weather
Music	<p>Music Express</p> <p>Practising and performing Action Songs</p>