

Cosgrove Village Primary School

Reception children:

The reception children will access the curriculum through play and continuous provision in the outdoor and indoor classroom. They will join in with group times and have support from the adults to access activities based around these topics.

Year 1 and Year 2 access the topics in a more formal way. They will work together or in separate year groups sometimes independently and sometimes with an adult.

Mathematics

These are the topics we will be looking at:

Reception:

- To 20 and beyond
- How many now?
- Explore 3-D shapes

Year 1:

- Fractions
- Multiplication and division
- Place value to 100

Year 2:

- Shape
- Statistics

Music Space

Use their voice to create a variety of sounds.
Use dynamics to create atmosphere.
Correctly identify some instruments and changes in dynamics in a piece.
Explain how the same instrument can have many different sounds.
Compare two pieces of music using some musical vocabulary to describe the changes in tempo, dynamics and timbre.
Successfully create and play a motif.
Notate and write down their motif in some form.

Religious Education

Why is the word 'God' so important to Christians? Children will learn:

- The word God is a name.
- Christians believe God is the Creator of the universe.
- Christians believe God made our wonderful world and so we should look after it.

English – Reading, Writing, Spelling, Punctuation and Grammar

English lesson will be based on the book 'Prince Cinders', the children will learn about:

- Retelling and writing their own story based on the book.
- Look at character descriptions.

The children will continue to have daily phonics lessons, guided reading sessions and handwriting sessions.

PHSE and British Values Education

Being My Best

- Bouncing back when things go wrong (
- Yes I can
- I can eat a rainbow
- Eat well
- You can do it!

History:

What is a monarch?

Recall that a monarch is a king or queen.

Explain that recent monarchs in the UK do not have the power to make decisions alone.

Identify some of the monarch's roles.

Explain that a king or queen is crowned in a special ceremony called a coronation.

Name some of the main steps in the coronation ceremony.

Explain the use of special objects in the coronation.

Use sources to explain how William the Conqueror became King of England.

Know that monarchs in the past had all the power to make decisions.

Explain how William the Conqueror kept order and conquered England.

Identify the two different types of castle built by the Normans.

Compare the similarities and differences between Norman castles.

Identify features of Norman castles.

Explain how castles have changed over time.

Recognise that we still have castles today.

Sequence castles on a timeline.

Describe characteristics of the monarchy in the past.

Identify that the monarchy has changed over time.

Make comparisons between past and present monarchy.

Aqua class Summer term 1

Science:

Living things and their habitats:

- To know that somethings are alive, dead or never alive.
- To know the local habitats.
- To know what a microhabitat is.
- To know the different habitats around the world.
- To know how working together and the habitat can help animals to stay alive.
- To know what a food chain is and can create a food chain.

Physical Education

REAL Gym:

The children will learn; develop and apply shapes and travel on the floor and apparatus through focused skill development, thematic warm-ups and games.

REAL PE:

The children will develop and apply their counter balance skills with a partner through focused skill development, thematic warm-ups and games.

Ball skills:

The children will develop skills in sending and receiving the ball.

Art – Clay houses – sculpture and 3D

The children will learn to:

Flatten and smooth their clay, rolling shapes successfully and making a range of marks in their clay.

Make a basic pinch pot and join at least one clay shape onto the side using the scoring and slipping technique.

Roll a smooth tile surface.

Join clay shapes and make marks in the tile surface to create a pattern.

Draw a house design and plan how to create the key features in clay.

Create a clay house tile that has recognisable features made by both impressing objects into the surface and by joining simple shapes.

Computing:

Spreadsheets 1.8

- To understand what a spreadsheet looks like.
- To be able to navigate around a spread sheet and enter data.
- To learn new vocabulary related to spreadsheets.
- To add clipart images to a spreadsheet.
- To use the 'move cell' and 'lock' tools.
- To use the 'speak' and 'count' tools in 2Calculate to count items.

Coding 1.7

- To understand what instructions are.
- To predict what will happen when instructions are followed.
- To understand that computer programs work by following instructions called code.
- To use code to make a computer program.
- To understand what objects and actions are.
- To understand what an event is.
- To use an event to control an object.
- To understand what an event is.
- To begin to understand how code executes when a program is run.
- To understand what backgrounds and objects are.
- To understand how to use the scale attribute (property).
- To plan a computer program.
- To make a computer program.