

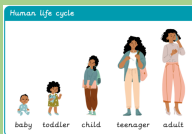
What are we learning this half term?

Spring 2
Mandela – Year 1/2

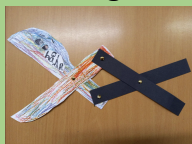
Why is our world wonderful?



Life Cycles and Health



Mechanisms - Making a moving monster



English

Core Text - Fiction:

Malala's Magic Pencil by Malala Yousafzai

- To write an imaginary text.
- Adding the suffixes 'er' and 'est' to adjectives.

Tell Me a Dragon by Jackie Morris

- To write a non-chronological report.
- To identify statements, questions and exclamations.

List Poem:

- To write a list poem.
- To use compound nouns.

Geography

Topic: Why is our world so wonderful?

- Identify the geographical characteristics of the UK.
- Locate some of the world's most amazing places.
- Know the names of the 5 oceans and locate them on a map.
- Understand how to draw human and physical features on a sketch map.
- Fieldwork around the school grounds or local woodlands to investigate local habitats and record findings.
- Understand how to present findings in a bar chart.

Maths

Measure - Length

- Measure accurately in centimetres and metres.
- Compare lengths and heights.
- Use all 4 operations to solve length and height problems.

Measure - Capacity

- Measure accurately in grams and kilograms.
- Measure accurately millilitres and litres.
- Compare volume and capacity.

Multiplication and Division

- Multiply and divide by 2, 10 and 5
- Solve problems using the 5 and 10 times tables.

Science

Topic: Life Cycles and Health

- Identify the different stages of the human life cycle.
- Know which offspring comes from which animal parent.
- Working scientifically: observe and measure human growth using simple measuring equipment.
- Identify and list the basic needs for survival for humans and animals.
- Recognise the importance of exercise and personal hygiene.
- Working scientifically: making observations over time.
- Identify how to have a balanced diet.
- Working scientifically: interpreting collected results and drawing a simple conclusion using scientific vocabulary.

D&T

Topic: Mechanisms - Making a moving monster

- Explore existing mechanisms.
- Experiment with linkages adjusting the widths, lengths and thicknesses of card used.
- Build and test a moving monster.
- Evaluate my mechanism.

Computing

Topic: Programming - Scratch Jr

- Explore a new application.
- Create an online animation.
- Use different characters as buttons.
- Follow an algorithm.
- Plan and use code to create an algorithm.

PSHE

Topic: Safety and the changing body

- Begin to understand the concept of privacy and the correct vocabulary for body parts
- Know how to stay safe near roads and explain the rules for crossing the road safely
- Know how to stay safe when taking medicines

Music

Topic: Contrasting Dynamics (Space)

- Use my voice to create sound dynamics for effect.
- Listen for and recognise some basic elements of music.
- Recognise the sound of different instruments and begin to name them.
- Identify changes in dynamics and tempo and use appropriate vocabulary.
- Compare two pieces of music by the same and different musicians.

PE

Topic: Ball Skills - Hands

- Throw beanbags and balls with accuracy.
- Throw accurately in game settings.
- Throw with improved accuracy in competitive situations and under pressure.
- Use hands to stop a ball in different ways.
- Roll a ball with accuracy towards a target.
- Apply sending and stopping skills in a game setting.

RE

Topic: What is a Prophet?

- Identify what a prophet is.
- Identify how some prophet's feelings changed and explain people's reactions to new prophets.
- Understand the promises God made to some individuals.
- Describe the story of The Night Journey and identify common prophets in Muslim, Christian and Jewish worldviews.
- Describe how a guru might be similar to a prophet.

Home Learning

Please continue to support your child at home with the following:

- Weekly Maths
- Weekly English
- Daily Reading
- MyMaths
- TTRockstars
- RWI Phonics