# Wiggle and Crawl

English Write simple, coherent narratives about personal experiences and those of others. Demarcate most sentences in their writing with capital letters and full stops, and use question marks correctly when required. Use present and past tense mostly correctly and consistently. Use co-ordination (e.g. or / and / but) and some subordination (e.g. when / if / that / because) to join clauses. Segment spoken words into phonemes and represent these by graphemes, spelling many of these words correctly and making phonically-plausible attempts at others. Spell many common exception words. Form capital letters and digits of the correct size, orientation and relationship to one another and to lower-case letters. Use spacing between words that reflects the size of the letters.

**Maths** Add 7 two digit numbers within 100 (e.g. 48 + 35) and can demonstrate their method using concrete apparatus or pictorial representations. Use estimation to check that their answers to a calculation are reasonable (e.g. knowing that 48 + 35 will be less than 100). Subtract mentally a two-digit number from another two-digit number when there is no regrouping required (e.g. 74 - 33). Recognise the inverse relationships between addition and subtraction and use this to check calculations and work out missing number problems (e.g.  $\Delta - 14 = 28$ ). Read scales in divisions of ones, twos, fives and tens in a practical situation where all numbers on the scale are given (e.g. pupil reads the temperature on a thermometer or measures capacities using a measuring jug)

## **Science**

Explore and compare differences between things that are living, dead and things that have never been alive.

- -Identify that most living things live in habitats to which they are suited and describe how habitats provide for the basic needs of different animals and plants, and how they depend on each other.
- -Identify and name a variety of plants and animals in their habitats incl microhabitats.

## Art

Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

#### **Computing:**

Geography

design criteria.

Use simple field work and

observational skills to study the

of its surrounding environment.

geography of their school, its ground,

and the key human physical features

Use technology purposefully to create, organise, store, manipulate and retijieve digital content.

### MFL

Story focus - Ours Brun - learning about animals.

Skills To develop positive attitudes to learning a language

To present information orally.

### P.E

They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

<u>DT</u> Design purposeful, functional and appealing predicts for themselves and other users based on

Make: Select from and use a wide range of materials including textiles.

Evaluate: Evaluate their ideas and products against design criteria.

## R.E

Holy Places and Holy Books

The Torah

The Synagogue

Spelling and Grammar Use the punctuation taught at key stage 1 mostly correctly. Spell most common exception words. Add suffixes to spell most words correctly in their writing (e.g. – ment, –ness, –ful, –less, –ly).