

Curriculum Intent

To uphold the outcomes of the EYFS and KS1 National Curriculum as a minimum entitlement for all of our children

To support the development of a rich, broad vocabulary for all of our children based on real experiences that embed understanding and ignite curiosity across subjects

To use all resources available to value how children learn best both within and outside of the classroom

To nurture learners that respect their own and others' rights; that are mentally, physically and academically confident and capable to continue their next phase of learning

Implementation 2021-22

Term	Autumn	Spring	Summer
Core Values	Safety, Teamwork, Achievement, Respect, Stimulating		
Whole School Approaches	Child Whispering, Growth Mindset, Learning Circles, Philosophy, Forest School, Intervention, Rights Respecting School, Learning Outside the Classroom school, Talk-Less Teaching, SMILE, Tapestry		
Theme Titles	<p>Fly High</p> <p><i>When did humans grow wings?</i></p>	<p>Castles and Dragons</p> <p><i>Who would live in a castle like this?</i></p>	<p>Super Me Super you</p> <p><i>Who are the superheroes of the past?</i></p>
Enhancements – experiences and vocabulary building	Forest Schools Spanish Well-being	Forest Schools First Aid Makaton	Forest Schools Engineering French
Enrichments – experiences and vocabulary building	Team Building Day	Castle Museum	RNLI visit to school Aspirations Day

Objectives across all learning			
Science inc Forest School	<p>asking simple questions and recognising that they can be answered in different ways observing closely, using simple equipment performing simple tests identifying and classifying using their observations and ideas to suggest answers to questions gathering and recording data to help in answering questions</p> <p>Seasonal changes, plants, living things and their habitats:</p> <ul style="list-style-type: none"> ● Identify and name a variety of common wild and garden plants, including deciduous, and ever green trees. ● Identify and describe the basic structure of a variety of common flowering plants, including trees. ● Observe changes across the four seasons. ● Observe and describe weather associated with the seasons and how day length varies. ● explore and compare the differences between things that are living, dead, and things that have never been alive. ● Pupils can identify and name a variety of plants and animals in their habitats, including micro-habitats. ● identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. ● Pupils can describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. 		
Computing: e-safety	use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.		
Cooking	Use the basic principles of a healthy and varied diet to prepare dishes Understand where food comes from Select from and use a wide range of ingredients, according to their characteristics		
PSHE/RSE	See PSHE/RSE Curriculum document		
RE	Norfolk Agreed Syllabus		
	Multicultural awareness/celebration events		
	Harvest, Rosh Hashanah, Diwali, Christmas	New Year, Chinese new year, Holi, Easter	Buddha Day, Eid, Pentecoste

Science

Exploring the structure of flying animals and thinking about how flying animals have adapted to source and catch food.

Looking at a range of materials and considering which would be best to create a kite.

English

The Rainbow Goblins. An introduction to The Write Stuff approach.

Learning the lens' for the fantastic, chotting and kind calling out. Up levelling vocabulary.

Maths

Place Value

Addition and subtraction

Shape (Y1)

Money (Y2)

Multiplication and division

History

Learning about the Wright Brother and the first flight.

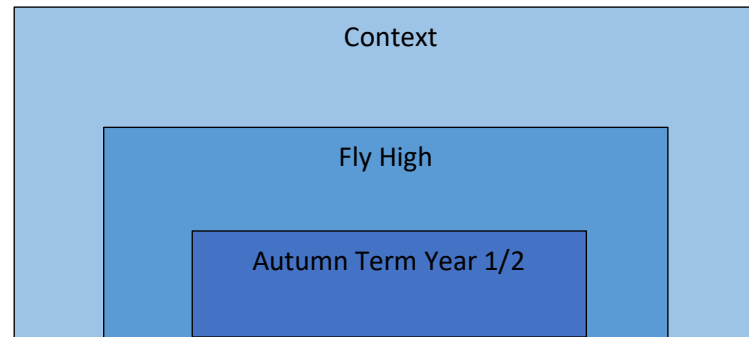
Computing

Learning to log into Purple Mash and use functions such as search save, open, print and new.

Recognising the importance of logging out.

E-safety – emails

Writing precise algorithms.



Art and Design

Black and white paintings of the Wright Brothers aeroplane, using light and dark shades.

Charcoal drawings of the Wright Brothers.

Music

Singing with expression. Using the song 'Sing a Rainbow' and singing in the styles of the inside out characters.

Using body percussion to create rhythms and hold a beat.

Design Technology

To recognise different food groups and use this knowledge to design, make and evaluate a healthy aeroplane meal.

Geography

Recognising and naming human and physical geographical features.

Using this knowledge to plan, design and create an island.

PE

Throwing and catching skills.

Dance

Speaking

To listen and respond to adults and peers.
To build their vocabulary.
To articulate and justify answers, arguments and opinions.
To participate in a presentation.
To speak clearly and fluently.
To gain, maintain and monitor the interest of the listener.

Writing

Year 1

To compose a sentence orally before writing it.
To sit correctly at a table and hold a pencil correctly.

Year 2

To plan what they are going to write about.
To encapsulate what they want to write sentence by sentence.

Numbers

Securing place Value

The four operations.

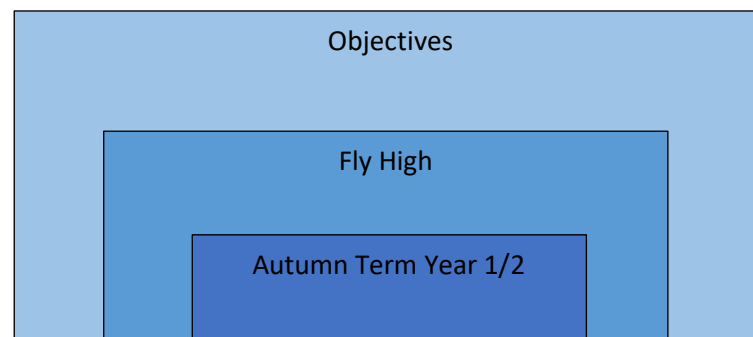
Phonics

Year 1

To consolidate phase 3 sounds.
To recognise consonant clusters in words, e.g. tr in trap or lt in melt.
To begin to experience phase 5 sounds

Year 2

To consolidate and use all phase 5 sounds.



Measurements

recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value

find different combinations of coins that equal the same amounts of money

solve simple problems in a practical context involving addition and subtraction of money, including giving change

Reading

Year 1

To apply phonic knowledge to decode words and to begin to recognise some common exception words.

Year 2

Read accurately by blending the sounds in words that contain the graphemes taught so far, especially recognising alternative sounds for graphemes.

Handwriting

Year 1

Understand which letters belong to which handwriting 'families' (i.e. letters that are formed in similar ways) and to practise these.

Year 2

Form lower-case letters of the correct size relative to one another.

Geometry - shapes

recognise and name common 2-D and 3-D shapes, including:

2-D shapes [for example, rectangles (including squares), circles and triangles]

3-D shapes [for example, cuboids (including cubes), pyramids and spheres].

Science

Identify, describe, name, compare and group a range of materials, noticing the difference between an object and the material it is made from.

Year 2

Investigate suitability of different materials for particular uses.

Know that the shape of some materials can be changed.

History

To know about events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]

Geography

Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key

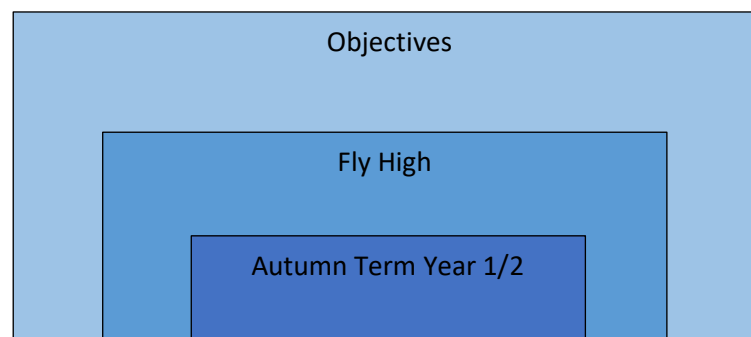
Use basic geographical vocabulary to refer to: key physical features

Computing

To understand what algorithms are; how they are implemented and that programs execute by following precise and unambiguous instructions.

To create and debug simple programs and use logical reasoning to predict the behaviour of simple programs

To use technology safely and respectfully.



Art and Design

To use a range of materials creatively to design and make product.

Music

To use voices expressively and creatively by singing songs and speaking chants and rhymes.

To experiment with, create, select and combine sounds using the inter-related dimensions of music.

Design Technology

To explore and evaluate a range of existing products.

To evaluate their ideas and products against design criteria.

To design purposeful, functional appealing products based on design criteria.

To select from and use a range of tools and equipment to perform practical tasks.

PE

To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

To perform dances using simple movement patterns

Science

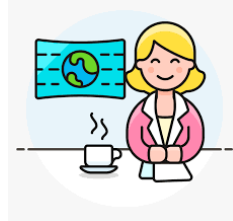
Take part in a garden nature watch. How many flying creatures can you see in your garden?

Can you identify any of them using books or the internet?



History

Make a news report about the Wright Brothers and their first flight.



Geography

What human and physical features are around your local area? Can you draw a map and label them?

Human features – shop, church, school.

Physical features – hill, river, woodland.



Computing

Try out this Beebot app to practise writing precise algorithms.



Home Learning

Fly High

Autumn Term Year 1/2

Music

Choose a song that you enjoy.



Sing it using different emotions (you could use the characters from Inside Out).

Add body percussion to your song.

Design Technology



Design and fly different types of paper aeroplane, which design flies the best? Why do you think that might be?

PE

Invent a game at home, which involves a ball



Speaking

When chatting around the dinner table or out for a walk encourage children to speak in longer sentences using 'and' or 'because' to add detail.



Phonics

Year 1

To recognise all phase 3 sounds.
To blend consonants in words, e.g. cl in clap or mp and ramp.

Year 2

To know all phase 5 sounds.



Reading

Year 1

To read three times a week. Looking for phase digraphs and trigraphs.

Year 2

To read three times a week without obvious sounding.



Writing

To practise spelling either Year 1 or Year 2 common exception words.



Home Learning – English and Maths

Fly High

Autumn Term Year 1/2

Handwriting

To practise starting and finishing letters in the right place and ensuring that letters have the flicks on, to prepare for joined up writing later in the year.



Numbers

House door number
Maths.

- Find and read one, two and three digit numbers.
- Count in twos.
- Look at odd and even numbers.



Measurements

Practise counting money and helping to pay for items when going to the shops or make you own play shop at home and use money to buy and sell items.



Geometry - shapes

Look for shapes on buildings around you.

