

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	Fly High <i>When did humans grow wings?</i>	Castles and Dragons <i>Who would live in a castle like this?</i>	Super Me Super you <i>Who are the superheroes of the past?</i>
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 sea animals and thinking about how water based animals have adapted to source and catch food.

Looking at a range of materials and considering which would be best to create a boat with a sail.

English

Maple / Oak
Song of the Sea
Poem – When I am by myself

Sycamore
The Marvellous Fluffy Squishy Itty Bitty
Poem - Stardust

Maths

Multiplication and Division

Fractions

Position and Direction

Time

Measurement

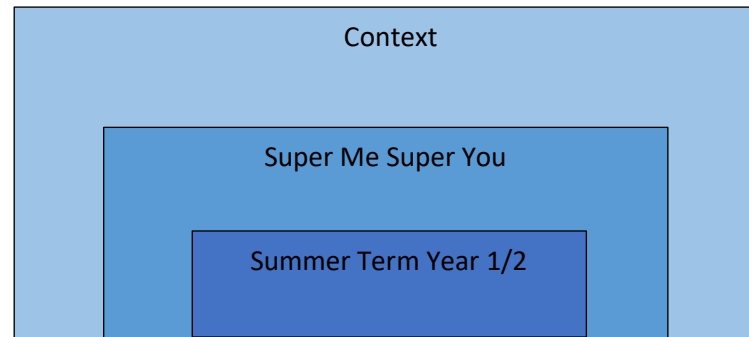
History

Comparing historical sea going explorers such as Columbus and Nelson with modern day Ellen McArthur.

Computing

Creating presentations about our learning.

Creating pictograms to show information about our class.



Art and Design

Creating portraits of famous people.

Creating a badge for a dame.

Music

Adding instruments to create effect – Row, Row, Row the Boat.

Using inter-related dimensions of music such as pitch, tempo, dynamics and duration.

Design Technology

Making boats – considering stable structures.

Designing an outfit for a sea explorer

Geography

Looking at continents and oceans through the explorations of sea explorers.

PE

Gymnastics

Games Skills

Speaking

To ask relevant questions to extend their understanding and knowledge.

To participate in discussions, presentations, performances, role play/improvisations and debates.

To consider and evaluate different viewpoints, attending to and building on the contributions of others.

To select and use appropriate registers for effective communication.

Writing

Year 1

Sequencing sentences to form short narratives and re-reading what they have written to check that it makes sense.

Year 2

Develop positive attitudes and stamina through writing for a range of purposes in a number of styles and proofread to check for errors.

Numbers

Year 1

Recognise, find and name a half as one of two equal and quarter as one of four equal parts of an object, shape or quantity.

Solve one-step problems involving multiplication and division

Year 2

Solve problems involving the four operations.

Phonics

Year 1

Read aloud accurately books that are consistent with their developing phonic knowledge and that do not require them to use other strategies to work out words.

Year 2

Read aloud books closely matched to their improving phonic knowledge, sounding out unfamiliar words accurately,

Reading

Year 1

Read words of more than one syllable that contain taught graphemes and sight read all Year 1 common exception words.

Year 2

Read most words quickly and accurately, without overt sounding and blending, and sight read all Year 2 common exception words.

Handwriting

Year 1

Form capital letters.

Write from memory simple sentences dictated by the teacher.

Year 2

Start using some of the diagonal and horizontal strokes needed to join letters and understand which letters, when adjacent to one another, are best left unjoined.



Measurements

Year 1

Sequence events in chronological order.

Use language relating to dates.

Tell the time to the hour and half past the hour.

Year 2

Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.

Geometry - Position and Direction

Year 1

Describe position, direction and movement, including whole, half, quarter and three quarter turns.

Year 2

Describe position, direction and movement, including movement in a straight line and turns in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise).

Science

Year 1

To identify, name, describe and compare a variety of common animals.

Year 2

To 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.

History

To know about the lives of significant individuals in the past who have contributed to national and international achievement.

To compare aspects of life in different periods.

To know some events beyond living memory.

Geography

To name and locate the world's seven continents and five oceans.

To use world maps, atlases and globes to identify the countries, continents and oceans studied at this key stage

Computing

To use technology purposefully to create, organise, store, manipulate and retrieve digital content

To 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.

Objectives

Super Me Super You

Summer Term Year 1/2

Art and Design

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

Music

To play tuned and untuned instruments musically

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

Design Technology

To build structure that can be made stronger, stiffer and more stable.

To generate, develop, model and communicate ideas through talking, drawing, templates, mock ups or using ICT

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 participate in team games, developing simple tactics for attacking and defending

Science

Explore different materials around you home. What are things made of? Why do you think those materials are the best for the job?



History

Find out five facts about a famous sea traveller.

Share them with a family member.



Geography

Find out what the seven continents are called.

What are the five oceans called?

Point to the continents and oceans on a map or a globe.



Computing

Use Purple Mash to create a pictogram.



Home Learning

Super Me Super You

Summer Term Year 1/2

Art and Design

Draw a portrait of someone in your family or you family pet.



Music



Make you own musical instrument and use it to add sound effects to Row Row Row the boat.

Design Technology



Use junk modelling material from around the house to make a boat with a sail.

Does it float? Does the sail catch the wind?

PE

Make up your own explorer based active game.



Speaking

Encourage your child to ask questions about what they see around them to build up their vocabulary.

Who, why, what, where, when, how?



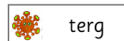
Phonics

Year 1

To be able to read real and nonsense words using phase 3 and 5 sounds.

Year 2

For children to read alternative spellings and pronunciations. For example ee, ea, e-e and ey, as well as ea in tea and in head.



Reading

Year 1

Read at least three times a week, discussing what you have read with an adult.



Year 2

Read fluently and accurately at least three times a week, answering questions about what you have read.

Writing

Write a short story about super hero having an adventure.



Home Learning – English and Maths

Super Me Super You

Summer Term Year 1/2

Handwriting

Copy out a page from your favourite book. Make sure letters are tall or short or have a tail.



Numbers



Play hide and seek but the seeker has to count in 2s, 5s or 10s instead of ones

Look for numbers up to 20 in your local environment. When you see one, tell an adult its number bond pair to 10/20

Measurements



Be time keeper for the day. Ask your parent/carer to tell you when breakfast, lunch and dinner are. You are in charge of telling them when it's time.

Geometry – Position and Direction



Guide someone around your house or garden using words such as forward, back, left, right, quarter, half, three quarter and full turn.