

History

- Know that explorers travelled for a variety of reasons.
- Describe what it was like to travel for Ibn Battuta and locate places he visited on a map.
- Know that Christopher Columbus was a great explorer.
- Identify similarities and differences between Ibn Battuta and Christopher Columbus



Life Skills

- Identify different communities and their rights and responsibilities.
- Identify uses for the internet and to understand that not all content is reliable.

Term 3 Superheroes

Year 1 and 2



RE

- Understanding Christianity – Who is Jewish and how do they live?



Music

- Discuss different dynamics across different pieces of music, using technical vocabulary

Science

- Describe the properties of different materials.
- Sort objects and materials using a range of properties.
- Choose an appropriate method for testing an object for a particular property.
- Test evidence to answer the questions about properties.

ART

- Make rubbings using a variety of techniques.
- Build a repeating pattern and recognise pattern in the environment.
- Make marks in print with a variety of objects, including natural and made objects.
- Use different types of paint and to create different textures
- Carry out different printing techniques



ENGLISH

- Reading information texts and creating our own superhero fact files / top trumps
- Writing simple adventure stories in the style of comics
- Using speech punctuation correctly when writing dialogue
- Using onomatopoeia
- Decoding of plurals
- Learning strategies to help spell exception words
- Investigating common suffixes and prefixes and how they change the meaning of words



MATHS

- Addition and subtraction (within 100)
 - Related facts
 - Add and subtract 1s
 - Add to the next 10 and from 10
 - Add and subtract 10s and across a 10
 - Add two 2-digit numbers (not across 10 and across 10)
 - Subtract two 2-digit numbers (not across 10 and across 10)
 - Mixed addition and subtraction
 - Compare number sentences
 - Missing number problems
- Multiplication and division
 - Count in 2s, 5s and 10s
 - Count in 3s
 - Recognise, make and add equal groups
 - Make arrays

COMPUTING – Digital Music

- Say how music can make us feel
- Identify that there are patterns in music
- Experiment with sound using a computer
- Use a computer to create a musical pattern
- Create music for a purpose
- Review and refine our computer work

PE

- Develop body management through a range of floor exercises.
- Attempt to use rhythm while performing a sequence.
- Work to improve strength, balance, agility and coordination.