#### PLANNING PRO FORMA Summer 2024

# Mathematics

<u>Y1</u> Place Value (within 100) Multiples of 2, 5 and 10 Position and direction Money Time

## <u> 72</u>

Position and direction Time Mass, capacity and temperature. Problem solving and efficient methods

## Geography

Non-European area study: <u>Tocuaro (Mexico)</u> Use maps, atlases and globes To name and locate the seven continents and seven seas Locate Mexico and Tocuaro and find out about the climate Compare physical and human features of Nazeing and Tocuaro. Find out about daily life in Tocuaro.

# D.T

<u>Structures: Jewellery</u> Key designers: Huichol Mexican and Suzanne Belperron. Plan make and evaluate bracelet and necklace with a pendant.

# P.S.H.E

<u>My Happy Mind</u> Appreciate: Show appreciation for themselves and others.

### English

<u>Text:</u> Poetry: Rhythm and rhyme in nonsense poems Fantasy stories Explanation texts.

<u>Writing</u>: Use full-stops, capital letters, and commas in lists. Use co-ordinating and subordinating conjunctions. To use the past and present tense.

## Spellings:

High Frequency and tricky words using phases 2, 3, 4 and 5 of Letters and Sounds

#### <u>Handwriting:</u> Form cursive letters correctly and begin to join handwriting

# P.E

<u>Games</u> Tag Rugby <u>Athletics</u> Developing run jump and throw

# Computing

<u>Digital writing</u> To write, add and remove text using a computer To change text on a computer <u>Programming animations</u> To choose a command for a purpose To join commands together To use an algorithm to create a program

# R.E

<u>Philosophy: How did the</u> <u>Universe come to be?</u> Creations stories in Christian and Hindu traditions and nonreligious ideas.

# Year: 1/2

Science <u>Living things and their</u> <u>habitats</u> Name and identify plants, trees and animals in their habitats. Compare things that are living, dead and that have never been alive. Find out about food chains and describe how animals obtain their food from plants and other animals.

## History

Significant explorers Key explorer: Neil Armstrong To place events on a timeline To find similarities and differences between explorers To find out what the explorer has discovered and how they have changed the world. To research using logs, diaries and artifacts

# Art

<u>Sculpture</u> Significant artists - Isaiah Zagar Create and paint clay based sculptures. Explorer techniques with clay e.g. rolling, pinching cutting.

# Music

<u>Your imagination and reflect</u> <u>rewind replay.</u> Know and explore pulse, rhythm and pitch. Clap, sing play and improvise with music. Compose using up to 5 notes.