



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Maths	<p>Number formation</p> <p>Number and Place value – counting, ordering and sequencing.</p> <p>Given a number, identify 1 more/ 1 less</p> <p>Identify and represent numbers using objects and pictorial representation.</p> <p>Represent and use number bonds and related subtraction facts to 10 then 20.</p> <p>Addition – ones + ones, Two digit numbers + ones,</p> <p>Tell the time to the hour and half past the hour.</p> <p>Solve one step problems that involve addition, that involve objects and pictorial representation.</p> <p>Subtraction - – ones - ones, Two digit numbers – ones.</p> <p>Solve one step problems that involve subtraction using concrete objects and pictorial representations and missing number problems.</p> <p>Describe position, direction and movement including whole, half, quarter and three-quarter turns.</p> <p>Use positional language: left right, top, middle, bottom, on top of, in front over, above, between, around, near, close, far, up, down, forwards and backwards.</p>	<p>Compare, describe and solve practical problems for: Mass/weight (for example, heavy/light, heavier than, lighter than.</p> <p>Represent and use number bonds to 10 and 20.</p> <p>Solve one step problems that involve addition using concrete objects and pictorial representations.</p> <p>Recognise and name common 2D shapes including circle, triangle, square, rectangle, pentagon and hexagon. -Identifying and describing properties of 2D shapes. -Sorting 2D shapes</p> <p>Solve one step problems that involve subtraction using concrete objects and pictorial representations.</p> <p>Compare, describe and solve practical problems for: length (for example, long/short, longer than, shorter than)</p> <p>Measure and begin to record: length/height</p> <p>Measuring using non-standard units. -Measuring using rulers. Teach on how to use a ruler to measure</p> <p>Recognise, name and sort common 3D shapes including cuboids (including cubes), pyramids and spheres. Begin describing properties of 3D shapes.</p>	<p>Number and Place value - Count in 2s, 5s and 10s. Recognise the value of each digit in a 2 digit number.</p> <p>Identifying odd and even numbers.</p> <p>Count, read and write numbers to 100.</p> <p>Identify and represent numbers using objects and pictorial representation.</p> <p>Represent and use number bonds to 10 and 20.</p> <p>Read, write and interpret mathematical statements involving addition (+) and equals (=) signs and subtraction (-)</p> <p>Add one digit and two digit numbers to 20 including 0.</p> <p>Recognise and know the value of different denominations of coins and notes</p> <p>Subtract one digit and two digit numbers to 20 including 0.</p> <p>Solve one step problems that involve addition and subtraction, that involve objects and pictorial representation and missing number problems.</p> <p>Tell the time to the hour and half past the hour and drawing the times onto a clock face.</p>	<p>Fractions</p> <p>Recognise and find and name a half as one of two equal parts of an object, shape or quantity</p> <p>Recognise and find and name a quarter as four equal parts of an object, shape or quantity</p> <p>Compare, describe, begin to write and solve practical problems for: length and height</p> <p>Solve one step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays with support of the teacher.</p> <p>Number and Place value - Count to and across 100 forwards and backwards. Count in 2s, 5s and 10s. Identify numbers greater than, less than and equal to.</p> <p>Represent multiplication through repeated addition and arrays</p> <p>Introduction to language of division/sharing in equal groups. Use Sharing circles to understand grouping and sharing small quantities</p> <p>Count, read and write numbers to 100.</p> <p>Identify and represent numbers using objects and pictorial representation.</p> <p>Compare number value using more than, less than and equal to.</p>	<p>Recognise and find and name a half as one of two equal parts of an object, shape or quantity</p> <p>Recognise and find and name a quarter as four equal parts of an object, shape or quantity</p> <p>Read, write and interpret mathematical statements involving addition (+) and equals (=) signs and subtraction (-)</p> <p>Represent and use number bonds to 10 and 20.</p> <p>Add/subtract one-digit and two digit numbers to 20, including 0, using pictorial and concrete apparatus.</p> <p>Solve one step problems that involve addition and subtraction that involve objects and pictorial representation and missing number problems.</p> <p>Solve one step problems involving multiplication/division by calculating the answer using concrete objects, pictorial representations and arrays with support of the teacher.</p> <p>Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</p> <p>Measure and begin to record: time (hours, minutes, seconds)</p> <p>Compare, describe and solve practical problems for: time (for example quicker, slower, earlier, later)</p>	<p>Measure and begin to record: mass/weight</p> <p>Practically compare heavier/lighter objects</p> <p>Compare, describe and solve practical problems for: capacity and volume (for example full/empty, more than, less than, half, half full, quarter)</p> <p>Measure and begin to record capacity and volume.</p> <p>Recognise and name common 2D shapes, including circle, triangle, square, rectangle, pentagon and hexagon.</p> <p>Recognise and name common 3D shapes including cuboids (including cubes), pyramids and spheres.</p> <p>Revisit, Retrieve and practise skills associated with Y1 addition and subtraction as appropriate</p> <p>Revisit, Retrieve and practise skills associated with Y1 multiplication and division as appropriate</p> <p>Know the value of coins and noes -Making totals using coins</p>

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Science</b>	Seasonal Changes Everyday Materials	Seasonal Changes Everyday Materials	Seasonal Changes Animals	Seasonal Changes Animals	Seasonal Changes Plants	Seasonal Changes Plants
<b>Computing</b>	Digital Literacy -E - Safety Computer Science - Bee bots	Computer Science - Bee bots	ICT - Word	ICT - Multimedia -Picture This! – iPad and photo story	ICT – Multimedia -Matisse Tux	ICT – looking back, moving forward – 2 create.
<b>History</b>			Then and Now Old Toys		Titanic	
<b>Geography</b>	The School and its Immediate locality.	Local area Portswood features		Hot/Cold – Africa Continents/Oceans/UK capitals/seas		
<b>Art</b>	Drawing – Mark making  Printing Imaginary bird	Drawing  Clay/Sculpture	Drawing – Mark making  Drawing	Drawing  Painting	Drawing  Collage	Drawing  Collage and Textiles- sewing
<b>DT</b>		Building		Fruit salad  Handa's Surprise		Moving Pictures
<b>RE</b>	<b>Belonging</b> Community (diversity)	<b>Storytelling</b> Angels	<b>Celebrations</b> People who help us	<b>Welcoming</b> Easter - Palm Sunday	<b>Specialness</b> Places – Sikh and Christian	<b>Symbols</b> Sikh and Christian
<b>PSHE</b>	New Beginnings	Being a good friend	Staying safe and keeping healthy	It's good to be me	Staying safe	Looking forward
<b>PE and Games</b>	Ball Skills  Penguin Dance	Hockey  Gymnastics	Football  Then and now dance	Striking and Fielding  Gymnastics – using equipment	Athletics  Team Games	Outdoor Learning  Cricket
<b>Music</b>	Sound Explorers	Long and short sounds	Beat	Handa's surprise	Instruments and symbols - pitch	Creating sounds using voice and instruments