Maths-

Y2: Place value and addition within 100. Counting to 100 forwards and backwards. Compare and represent numbers within 100.

Y1: Place value and addition within 20. Counting to 20 forwards and backwards. Compare and represent numbers within 20.

EYFS- Recognition and composition of numbers to 3, comparing and matching amounts, including measures, exploring patterns.

Art

Leonardo Da Vinci. Use a range of materials and techniques to explore the works of Da Vinci; Mona Lisa, Vitruvian Man.

Music

Create a junk band. Explore the dynamics of different instruments, use junk modelling to create our own instruments and create a musical performance using our instruments.

Computing

E-safety-Discuss ways of using technology safely, focusing on internet safety.

Explore uses of IT in the wider world.

Design and Tech

Leonardo Da Vinci. Use a range of materials and techniques to create our inventions based on the inventions of Da Vinci; Helical Flying Machine, Arch Bridge.

Science- Materials

Y1- Identifying, comparing and sorting materials. Describe simple properties of materials. Carry out tests and investigations to explore the properties of materials.

Y2- Materials. Exploring the properties of materials and how this makes it suitable for a particular purpose.

Science week-20/9/21

Geography

No content

Science

Materials: Identifying, naming, comparing and sorting materials, describe simple physical properties of materials. Selecting materials for The Three Little Pigs houses, Egg drop experiment, Broken umbrella investigation.

English

KS1: The Elves and the Shoemaker-create an elf trap. Create own magical shoes and explain how they work. Narrative; Tom’s Magnificent Machines -Story Writing. Harvest acrostic poems.

EYFS: identifying initial sounds, exploring rhyme and alliteration, writing names, labels, and captions. Exploring key texts: Little Red Riding Hood, Whatever Next and The Little Red Hen

History

The lives of significant individuals in the past who have contributed to national and international achievements-famous inventors-Caxton, Brunel, Berners-Lee.

Changes within living memory-How have inventions changed over time?

Physical Education

Inventing obstacle courses. Developing balance, agility and co-ordination using apparatus. Travelling over and under apparatus.

Religious Education

Harvest Festival at Sheriffhales Church: Exploring the significance of Harvest and how it is celebrated in Church. Identify the features inside and outside the church, including special people, special occasions. Jewish Sukkot festival.