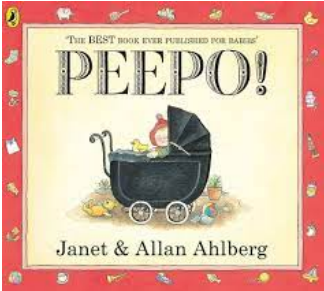
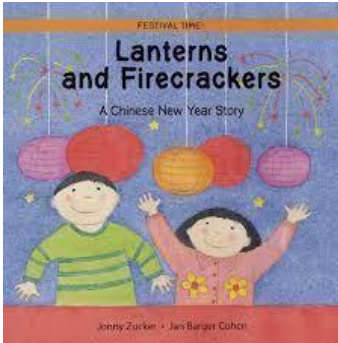
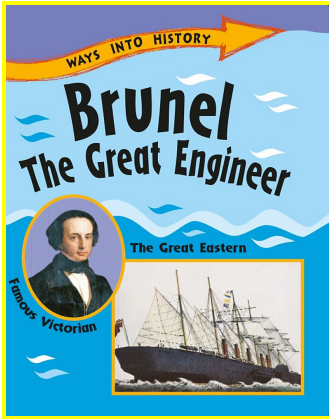
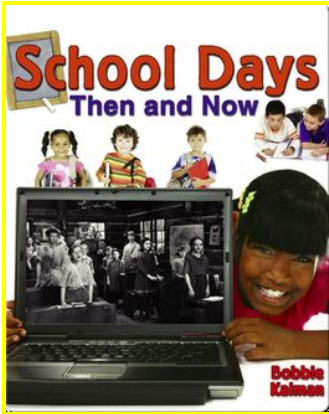
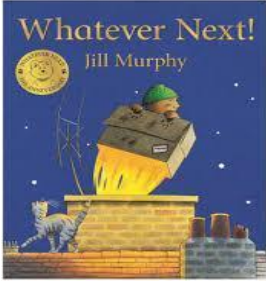
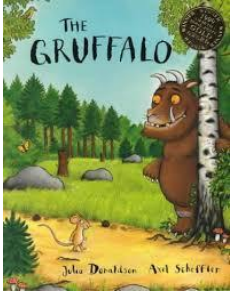
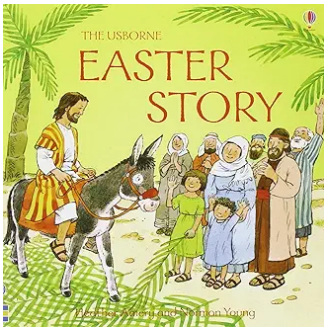
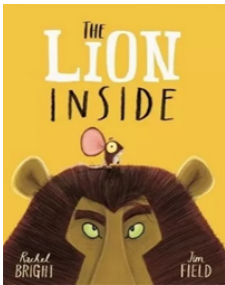
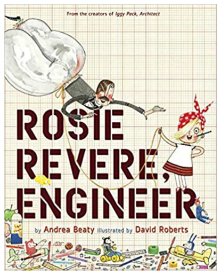


Past and Present

Term	Year Group	Duration	English	Mathematics
Spring 2	EYFS - Reception	1 Term First half term - 6 weeks Second Half term - 5 Weeks	Enjoys an increasing range of books, both fiction and non-fiction. Begins to develop preference for books linked to their interests, for example books on dinosaurs. Give an explanation of why events happened in a story. Knows that information can be retrieved from books, computers & mobile digital devices. Is able to recall & discuss stories or information that has been read to them, or they have read themselves. Use phonic knowledge to read phonetically decodable words. Speedily read simple CVC words. Be able to read a number of sight words. Read simple phrases & sentences made up of words with known letter- sound correspondences & a few exception words. Set 1 and set 2 sounds Photocopable Ditties and Red Ditty books. Uses talk to organise, sequence and clarify thinking, ideas, feelings and events Understands questions such as who; why; when; where and how. Links statements & sticks to a main theme or interest. Spell words by identifying the sounds & then writing the sound with letter/s Begins to break the flow of speech into words, to hear and say the initial sound in words and may start to segment the sounds in words and blend them together Hear, say and write initial and end sounds in words. Uses some clearly identifiable letters to communicate meaning, Spell words by identifying the sounds & then writing the sound with letter/s Begins to break the flow of speech into words, to hear and say the initial sound in words and may start to segment the sounds in words and blend them together Hear, say and write initial and end sounds in words. Begins to use a capital letter & full stop.6	Increasingly confident in putting numerals 1 to 10 in order. Counts out up to 10 objects from a larger group Shows an awareness of the language of equal and unequal, related to number. Begins to conceptually subitise larger numbers by subitising smaller groups within the number Can partition and compose numbers within 6. Begins to show an awareness that numbers within 10 are composed of 5 and a bit, using subitising. SSM Can talk about 'My day' Recalls a sequence of events in everyday life and stories. Chooses items based on their shape which are appropriate for the child's purpose. Responds to both informal language and common shape names Shows awareness of shape similarities and differences between objects Enjoys partitioning and combining shapes to make new shapes with 2D and 3D shapes Begins to talk about, recognise and name some 2D shapes. Attempts to create enclosures when building, using trial and improvement to select blocks. To begin to measure time with timers (e.g. digital stopwatches and sand timers) and calendars

Key Texts - Learning Journey				
				
Rosie Revere Engineer	Peepo	Lanterns and Firecrackers	Ways into History: Brunel The Great Engineer	School Days Then and Now

Key Texts - Super Six

					
Whatever Next	The Gruffalo	The Easter Story	Hansel and Gretel	The Lion Inside	Rosie Revere Engineer
	Key Vocabulary - terrible: extremely bad or serious. (think of different words to describe the different parts of the gruffalo)	Key Vocabulary - Jerusalem, disciples, palms, pray, temple, Roman rulers, cross tomb, alive	Key Vocabulary - Drawing Club - confectionary, cauldron, swish, piercing, innocent, intimidating	Key Vocabulary - Brave - school value Drawing Club - Powerful, wimpish, awestruck, slumbering, glisten, startle	Key Vocabulary - gizmo - a gadget (often used if the name is forgotten) Engineer - a person who designs, builds, or maintains engines, machines, or structures. Drawing Club - Swooping, Chuckled, Perplexed, Dismayed, Ridiculous, Twitched

Launch Event	Reignite Event	Showcase Event
.What do we already know about the past?	Grandparents afternoon - Sharing photos of when they were younger	Trip to learn about life in the past

	Maths	Drawing Club and Writing Provision	Super Six	UW Science/ Geography/ Computing	History/ RE/Global	Art/ Music/ DT	PE Friday PE Hub: Manipulate and Coordinate Unit 1	PSHE How can I be a good person?
Week 1 23.2.26 Wednesday - Pre-school Visit 2-2:45pm Wednesday Year 1 Lotherton Hall Friday - Pancake Morning	Ten Green Bottles Mastering Number Week 13 SSM - Order and Sequence Time	Monday - Writing about our half term. Drawing Club - Faithful Friends Week Provision - Writing information about LNY	Whatever Next Who are the characters? How do they feel? The Gruffalo Terrible - :extremely bad or serious. (think of different words to describe the different parts of the gruffalo) retelling		Past and Present - History Timeline Talk about things that have changed. Begin to put events in order. Add the toys that they have played with at these points in their life. People and Communities - RE/Global Learn about Shrove Tuesday		To handle a balloon. To handle a ball.	What feelings do we know? 1. Revisit - what feelings can we think of? 2. Teach - Act out the feelings using our bodies. Happy, sad, excited, angry. 3. What behaviour in our classroom makes you feel these feelings? Circle time 4. Show me with your bodies how you feel when ..?
Week 2 2.3.26 Tuesday - 2pm - 2:45pm Pre-school visit I coming for a story. Thursday - WBD	Double Trouble Mastering Number Week 14 SSM - Recognise and name 3D shapes. Find 2D shapes within 3D shapes.	Drawing Club - The Lion Inside Provision - Making books	The Lion Inside What is the message of the story? Key Vocabulary - Brave - school value When have you been brave?		Past and Present Create class timeline People and Communities RE/Global Learn about Lunar New Year Food tasting and celebration		To kick a ball.	How does my friend feel? 1. Revisit - Show me with your bodies how you feel when ..? 2. Teach - Look at pictures and talk about how the children are feeling. 3. Explore - What behaviour makes us happy? What behaviour makes us sad? 4. Evaluate - What are the consequences of these behaviours?

Week 3 9.3.26 Monday - Pre-school Visit 9:30-10:30 am Wednesday - PJ Story Night Thursday am - PSHE Primary Spotlight Friday - Class Photos	The Three Threes Mastering Number Week 14/15 SSM - Use 3D shapes for a task	Drawing Club - Rosie Revere Engineer Provision - Making books	Rosie Revere Engineer engineer -a person who designs, builds, or maintains engines, machines, or structures. gizmo - a gadget (often used if the name is forgotten) ‘The only true failure can come if you quit’ Linked to school values.	Computing- Develops digital literacy skills by being able to access, understand and interact with a range of Technologies - Beebots	.Past and present - History: Engineer – Isambard Kingdom Brunel - Learn who Brunell was and how he changed construction and engineering.		To hop, jump and step.	What should I do if someone is unhappy? 1. Look and pictures and talk about how the children are feeling.Show me with your bodies. 2. Teach - How can we help if someone is unhappy? List strategies. 3. What do you like to do if you feel unhappy? 4. How can we all help each other with our feelings
Week 4 16.3.26 Tuesday - Music Primary Spotlight Wed - Fri- Residential. Wednesday - Grandparents Day Thursday - Pre-school Visit 9:30-10:30 am	Odds and Evens Mastering Number Week 15/16 SSM - 3D shapes in the environment.	Drawing Club Hansel and Gretel- Provision - Designing an alien	Hansel and Gretel Making a story map, Retelling the story with actions,		Grandparents Day Comment on images of familiar situations in the past. Talk about objects, events and people from the past. What was our school like in the past? Grandparents Day Researching about the school's history.	EAD: Using Media and Materials - DT Explore Joins and attachment methods in preparation for Brunel inspired construction	To send a ball or beanbag.	How can we sort a problem out in our classroom? 1.Revist - what should I do if someone is unhappy? 2. Teach - Scenario 3. Explore - circle time - if this happens I would... 4. Evaluate - Steps we take (make a list of what we can do)
Week 5 23.3.26 Wednesday - Camp Day	Fluffies and Blast Off! Mastering Number Week 16/17 SSM - Complex Patterns	Drawing Club - Animation: Roadrunner Vocabulary: Zooming Slinking Ambush Escape	The Easter Story Tier 3 words Learning about Easter and how it is celebrated.	The Natural World - Science Explore Spring and change as we move into Spring. Camp Day - A day of outdoor learning	People and Communities - RE/Global Learn about Easter	EAD: Using Media and Materials - DT Brunel inspired construction Use inspiration from his work to build our own construction	To send and stop in a game.	How can I persevere and show resilience? Revisit - Steps to take when an incident occurs Teach – What is perseverance and resilience? Teach - How to keep a positive mindset

		patient boulder Provision -				Exploring the properties of materials and using them with a purpose Creating and Materials Art: - Spring flowers observational Painting/drawin g		Evaluate: What steps can I take to help me persevere and show resilience?
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Easter

The Two Tree

Numberblock Castle