

## English

### **Knowledge and Experiences**

- Participate in discussion about what is being read to them, drawing on what they already know
- Link what they read or hear to their own experiences
- Recognise and join in with predictable words and phrases
- Sit correctly at a table holding a pencil comfortably and correctly
- Form lower case letters correctly
- Leave finger spaces between words
- Use a capital letter and full stops.

### **Planned Outcomes**

- To retell well know stories
- To write about non-fiction.

## Mathematics

### **Knowledge and Experiences**

- Count within 20 then 50
  - Add and subtract within 20
- Measure length, mass and capacity

### **Planned Outcomes**

- Comparing, ordering and applying number knowledge.
- To compare length, mass and capacity within their environment.

## Science

### **Knowledge and Experiences**

- Learn about the seasons
  - Identify and name a variety of common animals
  - describe and compare the structure of a variety of common animals
- Identify, name, draw and label the basic parts of the human body.

### **Planned Outcomes**

- To identify, label and common animal including humans.

## ICT

### **Knowledge and Experiences**

- Understand what algorithms are
- Create simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content

### **Planned Outcomes**

- To use and create simple programs

## Art

### **Knowledge and Experiences**

- To develop a wide range of art and design techniques; using drawing, colour, collage, watercolour.
- To know about the work of a range of artists, looking at Portraits by Paul Klee, Picasso, Andy Warhol.

### **Planned Outcomes**

- All children should be able to create a portrait that includes the key features.

## Music

### **Knowledge and Experiences**

- Learn the words to group song.
- Learn to tap the rhythm of music.

### **Planned Outcomes**

- Sing as a group (in echo format) while tapping the pulse. They can clap the rhythm of the words as they sing.

## **Brilliant Bodies**

### History experiences:

- Learn about the achievements of Louis Braille. - Why and how he created the braille alphabet.
- Explore braille books
- Compare how technology and resources of today help visually impaired people access everyday life. - Compare a modern visually impaired person and their achievements.

### **Planned Outcomes**

- Children can explain about Louis Braille and discuss his achievements. Children can discuss how braille helped visually impaired people.

## RE

### **Knowledge and Experiences**

- Discover who Jesus is and why he is special to Christians
- Explore different parables and discuss what these can tell us about Jesus

### **Planned Outcomes**

- To know that the bible is a special book to Christians
- To know some events from parables they have read in the bible.

## Physical Education

### **Knowledge and Experiences**

- Follow more complicated instructions.
- Jump from two feet to two feet.
- Move at high, medium and low levels.

### **Planned Outcomes**

- Make a sequence linking two actions with a moment.

## PSHE

### **Knowledge and Experiences**

- Know how to set simple goals
- Know how to achieve a goal
- Know how to work well with a partner
- Know that tackling a challenge can stretch their learning
- Know how to identify obstacles which make achieving their goals difficult and work out how to overcome them
- Know when a goal has been achieved

### **Planned Outcomes**

- Stretchy flowers and dream wellies (Pieces 3 and 4)