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THEMATIC OVERVIEW

Year Group(s): 1 and 2 KS1

Term and Duration: Spring A (5 weeks) 2024

Topic: Roll Up Roll Up (Circus)

Key Questions:

- What is a circus?
- Where would you see a circus?
- Who is in a circus?
- What skills can you see being used in the circus?

English Objectives

Narrative - (You see a Circus & Jill and the Lion)
Recount - (Paddington at the circus)

Writing - composition

- I writing narratives about personal experiences and those of others (real and fictional)
- 🛘 consider what they are going to write before beginning by:
- planning or saying out loud what they are going to write about
- I writing down ideas and/or key words, including new vocabulary and adjectives
- \square re-reading to check that their writing makes sense and that verbs to indicate time are used correctly
- I read aloud what they have written with appropriate intonation to make the meaning clear.

SPAG (Spelling, punctuation and grammar)

- [] learning how to use both familiar and new punctuation correctly, including full stops, capital letters, exclamation marks, question marks and commas for lists.
- expanded noun phrases to describe and specify (for example, the blue butterfly)
- Use the present and past tenses correctly
- I subordination (using when, if, that, or because) and co-ordination (using or, and, or but)
- 🛘 know the upper- and lower-case letters for all the alphabet

Mathematics Objectives Year 1 Year 2

Number: Place value within 20

Addition and subtraction within 20

- read and write numbers from 1 to 20 in numerals and words
- represent and use number bonds and related subtraction facts within 20
- add and subtract one digit and two-digit numbers to 20, including zero
- read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs (appears also in Written Methods)
- read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs (appears also in Mental Calculation)
- solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? - 9

Money

- recognise and use symbols for pounds (£)
 and pence (p); combine amounts to make a
 particular value
- find different combinations of coins that equal the same amounts of money
- solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

Multiplication and division

- recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
- show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
- calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (*), division (÷) and equals (=) signs
- solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts

Science Objectives

Fairy tale investigations

- Explore the world around them and raise and answer questions
- Carry out simple tests
- Use simple features to compare objects, materials and living things and, with help, decide
 how to sort and group them (identifying and classifying)
- Ask people and use simple secondary sources to find answers
- Observe closely using simple equipment with help, observe changes over time
- With guidance, they should begin to notice patterns and relationships
- Use simple measurements and equipment (e.g. hand lenses, egg timers) to gather data
- Record simple data
- Use their observations and ideas to suggest answers to questions
- Talk about what they have found and how they found it out.
- With help, record and communicate their findings in a range of ways and begin to use simple scientific language

Computing Objectives	RE Objectives	History Objectives
Online Safety	What can we learn from sacred	Nurturing Nurses
 Understands how to stay 	books?	(Florence Nightingale & Mary
safe when talking to people		Seacole)
online	 Retell stories from the Christian 	
 Understands what personal 	Bible and stories from another	 I can recall some key facts
information is and how to	faith; suggest the meaning of	about Florence Nightingale
keep it private.	these stories	and Mary Seacole and can
 Is clear on what to do if 		start to explain what
they see or hear something	· Recognise that sacred texts	makes a person significant
that makes them	contain stories which are special	in history
uncomfortable	to many people and should be	
 Understands what when we 	treated with respect	I can identify similarities
share digital content online		and differences in the
we may not be able to	· Ask and suggest answers to	lives of Florence
delete it.	questions arising from stories	Nightingale and Mary
Is aware of online adverts	Jesus told	Seacole
and pop-ups and how to	+ 10. 1	T
manage them.	Talk about issues of good	I know how Florence
Turing (Day 44) 9 C	and bad, right and wrong	Nightingale and Mary
Typing - (Dance Mat & Sentences)	arising from the stories	Seacole have helped and
Use a keyboard with		influenced nursing and
increasing independence,		hospitals today
using capital letters.		
 Can use word processing tools to create content 		
with support - Can edit		
font, colour and size in		
software		
Geography Objectives	Art Objectives	DT Objectives
Not this half term	Not this half term	Textiles
		(Finger puppets)
		Nasian annadia anadasta
		Design appealing products
		for a particular user based
		on simple design criteria.
		Generate initial ideas and degine egitegie through
		design criteria through
		own experiences.Develop and communicate
		these ideas through talk
		and drawings
		und allawings
		Technical knowledge – textiles
		 join materials in different
		ways
		 choose suitable textiles
		and explain choices
		 understand how to join
		fabrics using different
		techniques e.g. running
		stitch, glue, over stitch,
1		silich, gide, over silich,
		stapling

PE Objectives	Music Objectives	PSHCE Objectives - JIGSAW
Gym (Unit 1)	Exploring sounds	<u>Dreams and Goals</u>
 Use words such as rolling, travelling, balancing, climbing Can identify risks of working on and around apparatus Safely move and carry basic gym equipment such as mats and benches Recognise 'like' actions and link them together Perform simple gymnastic actions and shapes Make their body tense, relaxed, stretched and curled Create an active journey using different body parts Value other's efforts when they perform; watch and listen Dance (Unit 2) Recognise that dances can have themes and stories Use different parts of the body, combine arm and leg actions Perform with an awareness of body shape required With help, compose a basic movement phrase Follow written routes, remember and recall movement patterns Build techniques from one lesson to another, showing increasing skill Engage with the class to perform marching sequence and canon 	Once Upon A Tune - music is played by the Royal Scottish National Orchestra. Pupils will listen to the stories, and as the music plays, close their eyes and let their imagination run free! They will also - • Create musical sound effects and short sequences of sounds in response to stimuli, e.g. a rainstorm or a train journey. • Talk about how music makes you feel. • Recognise some band and orchestral instruments. • Describe the tempo as fast or slow. • Describe the dynamics as loud and quiet.	Vear 1 I can explain how I feel when I am successful and how this can be celebrated positively. I can say why my internal treasure chest is an important place to store positive feelings. Vear 2 I can explain how I played my part in a group and the parts other people played to create an end product. I can explain how our skills complemented each other. I can explain how it felt to be part of a group and can identify a range of feelings about group work.
French Objectives	Enrichment Activities	
Year 2 only	TBC - Circus day!	
Colours in French		