<u>Maths</u>	<u>Computing</u>			English	
Year 1 - Place Value and Addition and Subtraction (within 10). Year 2 - Place Value and Addition and Subtraction (within 100)	The children will become more familiar with the different components of a computer by developing their keyboard and mouse skills, and also start to consider how to use technology responsibly.		This half-term we will be basing our writing around two books: "The Book of Hopes" by Katherine Rundell, and "Penguins" by Emily Bone. The children will be writing an adventure story about a tiny friend and an information text about an animal of their choice. During both units, we will be focussing on sentence structure, punctuation and		
<u>History</u> In history we will be answering the question: What does it take to be a great explorer? To help us answer this, we will be learning about the accomplishments of Sir Ranulph Fiennes, Amy Johnson, Christopher Columbus and Neil Armstrong and the qualities they possessed to enable them to achieve such amazing feats.		Nebbur Topic M	Map		<u>World Views</u> (<u>RE)</u> This half-term
		Autumn			we will be looking at the question: Who made the World?
 <u>P.E.</u> Introduction to Invasion Games The topic will allow students to develop skills in the following areas: Develop basic movements including running, jumping, hopping. Develop throwing, catching and basic object control Developing balance and co-ordination in a range of activities and movements. Participate in team games, developing simple tactics for attacking and defending 			Living thi children plants an tell the d	-term the children will be learning about ngs and their habitats. During this unit will learn about a variety of habitats and the d animals that live there. They will learn to lifference between things that are living, things that have never been alive.	<u>PSHE -</u> Being me in my world. Who am I and how do I fit?.
<u>Music</u> Pirates! We will learn pirate related songs (The Pirate Ship, Drunken Sailor, The Ally Ally O, John The Cabin Boy). We will use pitched and unpitched instruments to devise a pirate's ship voyage, including a dead calm, a storm, a breeze etc. We will learn a work shanty for pulling ropes or turning the capstan and a simple folk dance. We will consider the purpose of music on board a sailing ship. We will listen to folk music and the types of instruments commonly used on board an 18th Century sailing ship (whistle, quitar, fiddle, drum, pipes)					

We will listen to folk music and the types of instruments commonly used on board an 18th Century sailing ship (whistle, guitar, fiddle, drum, pipes, melodion)