



Autumn 1

Class 2

Maths:

End of last year assessments completed to ascertain individual needs to support catch up work needed.

Y2:

Number - Number and place value

- compare and order numbers to 100 using $<$, $>$ and $=$ signs.
- identify, represent and estimate numbers using different representations including a number line.
- read and write numbers to at least 100 using numerals and words
- recognise the value of each digit in a 2-digit number

Number – Addition and subtraction

- recall and use addition and subtraction facts to 20
- recognise the inverse relationship between addition and subtraction and use this to solve missing number problems
- show that the addition of 2 numbers can be done in any order and the subtraction of one number from another cannot

Geometry – Properties of shape

- compare and sort common 2-D and 3-D shapes and everyday objects
- identify and describe the properties of 2-D shapes including the number of sides, and symmetry in a vertical line.

Number – Addition and subtraction

- recall and use addition and subtraction facts to 20 and derive and use related facts to 100.
- recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems
- solve addition and subtraction problems

Number – Addition and subtraction

- recall and use addition and subtraction facts to 20 and derive and use related facts to 100.
- recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems
- solve addition and subtraction problems

Measurement – Length and height

- choose and use appropriate standard units to estimate and measure length / height in any direction.
- compare and order lengths and record the results using $<$, $>$ and $=$
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Y3:

Number – Number and place value

- compare and order numbers up to 1000
- recognise the place value of each digit in a 3-digit number
- solve number problems and practical problems involving these ideas.



Number – Addition and subtraction

- adding and subtracting numbers mentally, including a 3-digit number and 1's, 10's, 100's.

Geometry – Properties of shapes

- draw and describe 2-D shapes.
- recognise angles as a property of shape or a description of a turn.

Number – Multiplication and division

- find 10 more or less than a given number
- recall and use multiplication and division facts for the 3,4, and 8 times tables.
- solve problems involving these principles

Number – Fractions

- add fractions with the same denominator within one whole
- recognise, find and write fractions of a discrete set of objects
- solve problems involving these principles

Measurement – Length and perimeter

- measure, compare, add and subtract lengths (mm/cm/m)

English: Catch Up Unit based on the book 'Look Up!' by Nathan Bryon *'When you dream big, anything can happen... Meet Rocket, stargazer extraordinaire! She's on a mission to show everyone a spectacular sight... But will they LOOK UP in time to see it? A funny, uplifting story celebrating the wonder of every moment.'*

National curriculum skills for this unit:

Spoken language:

- Listen and respond
- Ask relevant questions
- Build vocabulary

Reading comprehension:

- Listen to and discuss a wide range of texts at a level beyond that which can be read independently.
- Link what is read or heard to own experiences
- Make inferences on the basis of what is being said and done
- Participate in discussion about what has been read to them

Writing composition:

- Say out loud what is going to be written
- Compose a sentence orally before writing it
- Sequence sentences to form short narratives (link ideas or events by pronoun)
- Discuss what has been written with the teacher or other pupils



Science:

Living things and their habitats.

This topic brings together study of living things, habitats and growing plants and is strongly focussed on outdoor learning and investigations. Concepts such as characteristics of living things, food chains and animals and their young are explored.

Geography:

Weather and seasons.

In this unit, the children will learn about weather and seasons. This unit has a focus on the local area, as well as looking at the wider perspective of the UK. Simply looking out of the window, collecting data in the playground and thinking about what is happening around them, can be perfect ways to support making sense of a changing world. The children will observe, spot seasonal patterns and talk about changes by using weather-related vocabulary.

Art / D&T:

Collage.

This unit of work links to the Geography Unit *Weather and Seasons*. The unit will focus mainly on collage objectives. The children will experiment with a range of collage techniques (tearing, overlapping, layering) cutting to create images and represent textures. The final piece will be a collage representation of a tree through the seasons.

R.E:

Is life like a journey?

By the end of this unit, pupils are expected to be able to:

- begin to identify the rites of passage in a Christians life (Birth, baptism, confirmation, marriage)
- explore special journeys within the bible narrative (Moses (out of Egypt – promised land), Noah, Saul/Paul, Joseph, Jonah)
- make comparisons to the milestones in other faiths (Judaism, Sikhism and Islam)
- make reflections to their own individual journey
- recognise and understand the importance of pilgrimage in range of faiths
- discuss how life is a journey and faith can be a support in it.

Computing:

On-line Safety

In this unit, children learn to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

To recognise common uses of information technology beyond school.

To use technology purposefully to create, organise, store, manipulate and retrieve digital content.

PE & Games:

Invasion Games: (Key Concepts)

- perform a range of rolling, throwing, striking, kicking, catching and gathering skills, with control.
- show a good awareness of others in running, chasing and avoiding games, making simple decisions about when and where to run.
- choose and use tactics to suit different situations.



Dilhorne Primary Curriculum Overview



- react to situations in a way that helps their partners and makes it difficult for their opponents.
- know how to score and keep the rules of the games.
- begin to anticipate what they will feel like after playing games.