

## Curriculum Overview for Year 1 and 2



2018-2019	Spring 1	Spring 2
<b>Mathematics</b>	Number sense Additive reasoning Geometric reasoning	
<b>English</b>	Non-Fiction - What do you do with a tail like this? Non chronological reports – Night time animals	The High Street
<b>Science</b>	Animals including humans - carnivores/herbivores Everyday materials	Life cycles – chickens, tadpoles Food chains
<b>Geography/History</b>	Weather patterns and the location of hot and cold areas of the world and how these link to animals	UK maps
<b>Physical Education</b>	Gymnastics Team sports (tbc)	Gymnastics Team sports (tbc)
<b>Religious Education</b>	Leaders and Teachers	
<b>PSED</b>	CARE Relationships	Going for goals
<b>Art and Design</b>	Van Gogh starry night Night time animals	Henry Moore Andy Warhol
<b>Computing</b>	Ongoing development of basic skills, eg login Paint programmes, keyboard and mouse skills Cross-curricular research and support, Code studio	Programmable toys 'Scratch' programming