What am I learning this half term?

Year 1 and 2 is taught by Miss Freestone, Miss Robbins, Mrs Carrington and Mrs Hunt.

The children's learning will be broken down into the following areas. These all form part of the wider curriculum and will be taught throughout the afternoons.

History Toys and Games

Through focussing on toys and games, pupils will consider similarities and differences between their own experience of childhood and that of their parents/grandparents/great-grandparents. Pupils will also consider why there are changes and develop both their chronological understanding and use of conjunctions in both spoken and written language.



RE What does it mean to belong to a faith community?

This investigation enables pupils to think about belonging. They will learn about how religious people show they belong to their faith community. They will learn about ways babies are welcomed in religions and the promises made at weddings. They will think about their own network of belonging and how we all belong to someone.

RSHE

During this half term the children will be looking at the following themes and ideas

Who is in my family?

Screen time

All children will also take part in weekly PE lessons and a music lesson with Debbie.

Science Everyday Materials

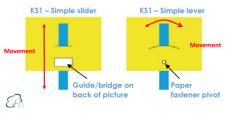
Students should have an awareness of different materials, but during this unit they should learn to differentiate between an object and the material from which it is made. They should develop an awareness of scientific terms, and begin to use those terms appropriately. There will be opportunities to develop their investigative skills, with an emphasis on developing their curiosity, and asking questions.



DT Sliders and Levers

In this unit, pupils will explore a range of books and products with moving parts and develop an understanding of how mechanisms are used to make parts move. They will learn how to make simple sliders and levers to make different kinds of movements.

Pupils will use their learning to generate their own ideas for a moving product for an intended user and purpose. They will use knowledge and skills from previous learning to make and finish their moving products



before evaluating them against the original design criteria.

Computing Programming—moving a robot

Learners will explore using individual commands, both with other learners and as part of a computer program. They will identify what each floor robot command does and use that knowledge to start predicting the outcome of programs.