

English

- Retell events in order that they happened.
- Using adjectives to add detail about a noun.
- To join ideas using and.
- To use time words to show when things happen.
- To write a short recount in role.
- To use different sentence starters.

Maths

- To count to 50.
- To partition into tens and ones within 50.
- To use and estimate on a number line to 50.
- To find one more and one less to 50.
- To compare lengths and heights.
- To measure length and height using objects and cm.

History

- To know that the Great Fire of London happened in 1666 (which was in the 17th century).
- To know that Samuel Pepys was a significant individual.
- To use historical artefacts to find out about the Great Fire of London.
- To identify key dates, events, and consequences of the Great Fire of London.

Science

- To know that humans have a skeleton and that a skeleton helps us to move and protects vital organs.
- To know that humans have five senses: smell, taste, touch, sight, and sound.
- To use our five senses and their corresponding body parts.



RE

- To know where different religions turn to for guidance.
- To know how a religious belief may affect behaviour choices.

Design and Technology

- To learn the method of how to make bread.
- To practise specific skills such as mixing and kneading.
- To make a loaf of bread.

PE

- To understand the role of defenders and attackers.
- To recognise who to pass to and why.
- To move towards the goal with a ball.
- To support a teammate when playing in attack.
- To move into a space showing an awareness of defenders.

PSHE

- Identifying ways to keep healthy.
- Explain how to make healthy choices.
- Know how to keep clean and healthy.
- Know how medicine can help me and how to use it safely
- Explain how to cross the road safely.

Computing

- To count grouped objects and understand how computers learn.
- To use a computer to group and count similar objects.
- To input data into a computer.

Music

- To learn and perform a song using an untuned instrument.
- To learn and perform a song, using a graphic score.
- To learn and perform a song