

Badgers Curriculum Overview Summary 2022-23

(The following summary overview identifies key areas of learning, and does not represent all objectives and is subject to review over the year)

Autumn 1 - Our Wonderful World				
<p>Maths</p> <p>Number & Place Value; numbers to 10. Calculations addition & subtraction. Number and place value Calculations: Addition and Subtraction Calculations: Multiplication of 2, 5, 10</p> <p><i>Please note: each of the mathematical areas provides opportunities for skills development, problem solving and the development of reasoning skills. Key learning is practised throughout the year to help embed to the long term memory.</i></p>	<p>English</p> <p>Core Text: Lost and Found by Oliver Jeffers <u>Supporting Class Texts Fiction:</u> The Way Back Home - Oliver Jeffers: Man on the Moon –S Bartram A Journey through Space - Beegu – Alexis Deacon The Night the Stars went out The Great Explorer - Chris Judge The Darkest Dark – Chris Hadfield Here We Are - Oliver Jeffers Neil Armstrong texts Calligrams in “space” shapes</p> <p>Genre: recount and narrative <i>Composition skills, vocabulary, grammar and punctuation skills are explored within the relevant text type.</i></p>	<p>Science</p> <p>Say what differences there are between the four <i>seasons</i>.</p> <p>include <i>snow, rain, wind, day length, heat, cold,</i></p> <p><i>Observe Seasonal Change Autumn</i> Record data with support in drawing a <i>table (Weather Chart)</i></p>	<p>P.E</p> <p>Fundamentals - show balance and control when travelling at different speeds jump, leap and hop- choose which allows them to jump the furthest confidently try challenges and tasks set.</p> <p>Ball Skills - throw towards a target - overarm/underarm catch a beanbag/ medium-sized ball catch with two hands drop and catch a large ball after one bounce track a ball that is coming towards them throw a ball to a partner</p>	<p>RE</p> <p>Christianity Who made the world?</p> <p>Harvest Festival</p> <p>Value Focus: Thankfulness</p>
<p>Computing Information Technology</p> <p>Can name and save their work</p> <p>Choose a range of media in their digital content including <u>photos, clipart</u>, texts and sound</p> <p>Ongoing throughout the year: Keeping safe online</p>	<p>Music</p> <p>Music - BBC 10 Pieces - ‘Holst-Mars-Planets Identify when the mood of a piece changes identify the difference between pulse and rhythm sing with expression convey different moods explore creative ways in which the voice can be used</p>	<p>PSHE</p> <p>Know the class rules and why they are important Elect someone to the school council vote for a resolution to a class issue know germs are things that can make us ill know we wash hands before eating and after going to the toilet to stop germs spreading know we use hand sanitisers to stop germs spreading</p> <p><i>Please note that PSHE is supplemented by the Heartsmart resource.</i></p>	<p>Art and Design - painting Key artist: Kandinski- describe what an artist has created understand that ideas can be generated through experimenting (doing) say what they like about their work mix primary colours to make secondary colours: green, orange, purple use different brush size Can name which colours to mix to make the secondary colours.</p>	<p>Geography understand that the world is a planet and it is represented by a globe Find the equator and the North know hotter areas of the world are nearer to the equator know colder areas of the world are nearer to the poles know the 4 countries in the UK Find the four countries of the UK on a simple outline map, atlas and globe. History Person within living memory <u>Neil Armstrong</u> Know he was: an American and the first person on the moon.</p>

Autumn 2 - Sensational Seasons

<p><u>Maths</u> <u>Year 1</u> Geometry & position Number & Place value; numbers to 20 Calculations addition & subtraction within 20 <u>Year 2</u> Calculations: Multiplication and Division of 2, 5, 10 Measurement length Measurement mass Measurement temperature</p> <p><i>Please note: each of the mathematical areas provides opportunities for skills development, problem solving and the development of reasoning skills. Key learning is practised throughout the year to help embed to the long term memory.</i></p>	<p><u>English</u> Core Text: The Little Red Hen <u>Supporting Class Texts:</u> My Senses Poems Nursery Rhymes and Body Songs Gingerbread Man, Little Red Riding Hood A Tree through 4 seasons time lapse video (Bug club) Senses Poems (List poems) Splish, Splash, Splosh by James Carter Twinkletoes by AA Milne</p> <p>Genre: Narrative and poetry</p> <p><i>Composition skills, vocabulary, grammar and punctuation skills are explored within the relevant text type.</i></p>	<p><u>Science</u> Say what differences there are between the four seasons: include snow, rain, wind, day length, heat, cold Observe Seasonal Change Autumn Identify at least 2 garden plants and two wild plants Identify <i>leaves, flowers, petals, fruit, roots, bulbs, seeds, trunk, branches, stem</i> Make <i>predictions</i> based on their questions Use simple <i>equipment</i> such as <i>timers, rulers and magnifying glasses</i> Use <i>observations</i> and their knowledge to suggest answers to questions.</p>	<p><u>P.E</u> <u>Gymnastics</u></p> <p><u>Sending and Receiving (with AFC Bournemouth)</u></p>	<p><u>RE</u> Incarnation</p> <p>Christmas Celebrations</p> <p>Value Focus: Trust</p>
<p><u>Computing</u> <u>Information Technology</u> *Can name, save and retrieve their work login use mouse and save work Add text and change the colour, font and size Add photos - Retrieve relevant, purposeful digital content using a search engine</p> <p>Ongoing throughout the year: Keeping safe online</p>	<p><u>Music</u> sing with expression sing in rounds *identify the difference between pulse and rhythm create a rhythm pattern follow start stop hand signals</p>	<p><u>PSHE</u> Know sleep helps our bodies recover and get ready for the next day Know medicines can be harmful if not used correctly Know household products can be harmful if not used correctly Understand families can give love and make people feel secure Know that money is earned by working.</p> <p><i>Please note that PSHE is supplemented by the Heartsmart resource.</i></p>	<p><u>Art and Design - Collage</u> Key artist: Henri Matisse understand that ideas can be generated through experimenting (doing) say what they like about their work choose collage materials according to their specific qualities to create a simple piece of art understands objects or animals can be represented in different ways.</p>	<p><u>Geography</u> Map work of real and imaginary places. Observing and describing features and identifying landmarks. Explaining simple patterns.</p>

Spring 1 - Toys

<p>Maths Year 1 Calculations addition & subtraction within 20 Geometry, properties of shapes and patterns Measurement length & height Revision & mid year A tests</p> <p>Year 2 Statistics pictographs Calculations: word problems Measurement money</p> <p><i>Please note: each of the mathematical areas provides opportunities for skills development, problem solving and the development of reasoning skills. Key learning is practised throughout the year to help embed to the long term memory.</i></p>	<p>English Core Text: Harry and the Bucketful of Dinosaurs <u>Supporting Class Texts:</u> Once there were Giants – Martin Waddell Toys in Space – Mini Grey Traction Man is Here - Mini Grey Lost in the toy museum by David Lucas Where's my teddy? by Jez Alborough Dogger - Shirley Hughes Ways into History – Toys and Games – Sally Hewitt What's in the Box? Trevor Millum Winter Calligrams/Acrostics Perform Winter Poems</p> <p><i>Composition skills, vocabulary, grammar and punctuation skills are explored within the relevant text type.</i></p>	<p>Science Name, draw and label: <i>head, neck, arms, elbows, legs, knees, face, ears, eyes, hair, mouth, teeth.</i></p> <p>Say which part of the body is associated with each sense</p>	<p>P.E Dance Invasion</p>	<p>RE Judaism - Why do Jewish families say so many prayers and blessings?</p> <p>Value Focus: Perseverance</p>
<p>Computing Information Technology Understand that algorithms are a set of instructions to achieve an objective Know that an algorithm written for a computer is a program. Plan, create and debug a simple algorithm Know that a computers need precise instructions Create a simple program that achieves a specific purpose Identify and correct some errors</p>	<p>Music Glockenspiel Stage 1</p> <p>experiment playing tuned e.g chime bars, hand bells/untuned percussion in groups learn the names of the instruments they are playing read graphic representations of rising and falling pitch</p> <p>create a pitch pattern</p> <p>*follow start stop hand signals</p>	<p>PSHE know about friendship and how to be a good friend recognise if someone is feeling lonely or left out Name groups or communities they belong to (eg family, school). Realise that people have responsibilities Know about respecting the needs of ourselves and others</p> <p><i>Please note that PSHE is supplemented by the Heartsmart resource.</i></p>	<p>Design and Technology Making Puppets explain their drawn designs use simple design criteria to help develop their ideas use given templates and mockups use scissors to cut and shape paper and fabric Use glue to join fabric say what was good and what was weaker in their product mark out and cut materials including textiles Say what was good and what was weaker in their product</p>	<p>History toys have changed over the years. Sequence at least 2 events or artefacts/Sequence several artefacts and events Talk about 3 or 4 important events in their own lives/Recount changes in your own life over time and sequence events accurately. Use pictures, photographs, artefacts, visitors/visits to think about the past Ask and answer simple questions about the past</p>

Spring 2 - Amazing Animals

<p>Maths Year 1 Number & place value; numbers to 40 Calculations addition & subtraction Calculations multiplication Year 2 Geometry properties of 2D shapes Geometry properties of 3D shapes Fractions Review and Revisit</p> <p><i>Please note: each of the mathematical areas provides opportunities for skills development, problem solving and the development of reasoning skills. Key learning is practised throughout the year to help embed to the long term memory.</i></p>	<p>English Core Text: Monkey Puzzle by Julia Donaldson</p> <p><u>Supporting Class Texts:</u> The Gruffalo, What the ladybird saw . . . Snail & the Whale Tiddler Daffadowndilly by AA Milne At the Zoo, Furry Bear & Missing by A A Milne Please do not feed the Animals by Robert Hull Question & Answer Poems Animal riddles</p> <p><i>Composition skills, vocabulary, grammar and punctuation skills are explored within the relevant text type.</i></p>	<p>Science Identify <i>cow, dog, cat, pig, blackbird, sparrow, hedgehog, squirrel, badger</i> Name at least one <i>fish, amphibian, and reptile.</i> Identify simple differences between animals – eg legs/no legs, <i>wings, feathers, fur, scales, beak</i>, what they eat. Know the terms carnivore, omnivore and herbivore Observe Seasonal Change Spring *Record data with support in drawing a table (Weather Chart) Include <i>snow, rain, wind, day length, heat, cold</i></p>	<p>P.E Yoga</p> <p>Target Games</p>	<p>RE RE is currently under review</p> <p>Value Focus: Justice</p>
<p>Computing Information Technology Add text and change the colour, font and size Add photos Choose a range of media in their digital content including <u>photos</u>, clipart, <u>texts</u> and sound</p>	<p>Music Music is currently under review</p>	<p>PSHE recognise a wider range of feelings (eg scared, sad, proud, calm, angry, worried, embarrassed)</p> <p>know that sometimes there is conflict with a friend that can be resolved</p> <p><i>Please note that PSHE is supplemented by the Heartsmart resource.</i></p>	<p>Art and Design - Sculpture describe what an artist has created understand that ideas can be generated through experimenting (doing) say what they like about their work Impress clay using clay tools and found objects. Create a simple pinch pot.</p>	<p>Design and Technology Say how the product will be suitable for the intended user, including looking good Use simple design criteria to help develop their ideas Use knowledge of existing products to help come up with ideas Use given templates and mockups Plan by suggesting what to do next Explain their drawn designs Use weaving to join paper and card Say what was good and what was weaker in their product</p>

Summer 1 - Welcome to Witchampton

<p><u>Maths</u> <u>Year 1</u> Calculations multiplication Calculations division Fractions Number & place value to 100 Measurement time <u>Year 2</u> Measurement time Measurement volume know the number of minutes in an hour and the number of hours in a day. <i>Clockwise and anticlockwise</i> Review and Revisit <i>Please note: each of the mathematical areas provides opportunities for skills development, problem solving and the development of reasoning skills.</i> <i>Key learning is practised throughout the year to help embed to the long term memory.</i></p>	<p><u>English</u> Core Text: The True Story of the Three Little Pigs</p> <p><u>Supporting Class Texts:</u> The Three Little Pigs Mr Wolf's Pancakes Jan Fearnley Michael Recycle by Ellie Bethel City Shapes and other Poems Bug club Phase 5 (Green) AA Milne - Now We Are Six</p> <p><i>Composition skills, vocabulary, grammar and punctuation skills are explored within the relevant text type.</i></p>	<p><u>Science</u> Identify if something is alive, dead or never alive. Identify plants and animals in at least one micro-habitat and one larger habitat. Understand things are <i>sited to the habitats</i> they live in. The habitat provides food, water and shelter. Draw arrows on a food chain to show what eats what (specific living things). Start food chains with plants.</p>	<p><u>P.E</u> <u>Team Building</u></p>	<p><u>History</u> <u>Person within living memory</u> <u>Tim Berners-Lee</u> (link to computer science) Know: b 1955 London British computer scientist inventor of the World Wide Web. He is a Professorial Fellow of Computer Science at the University of Oxford and a professor at the Massachusetts Institute of Technology.</p>
<p><u>Computing</u> <u>Information Technology</u> Can name, save and retrieve their work Accesses online resources Add text and change the colour, font and size Add photos, video and sound Choose a range of media in their digital content including photos, clipart, texts and sound</p>	<p><u>Music</u> Music is currently under review</p> <p><u>RE</u> RE is currently under review</p> <p>Value Focus: Service</p>	<p><u>PSHE</u> know how to use road crossings know the Green Cross Code Recognise what they are good at Ask for help if they are worried about something</p> <p><i>Please note that PSHE is supplemented by the Heartsmart resource.</i></p>	<p><u>Art and Design - Drawing</u> <u>Key artist: Van Gogh (know he lived and worked in countryside and used nature colours to show his feelings)</u> use a range of media in drawing use a range of media to create patterns draw from observation and imagination draw a human face including all features draw light and dark lines Know that art can show ideas, beliefs and feelings.</p>	<p><u>Geography</u> Find Witchampton on a simple map of Dorset know Witchampton is part of a town called Wimborne know a town has many houses, and offices and shops know there is no town at the North or South Pole know Wimborne is surrounded by fields and woods identify village, factory, farm, forest on aerial view of Witchampton describe places in the school and how to get there</p>

Summer 2 - Lighthouse Keeper's Lunch

<p>Maths Year 1 Measurement money Measurement volume & capacity Measurement mass Geometry position & direction - space Year 2 Revision and consolidation of concepts from the academic year. • Number and Place Value</p> <ul style="list-style-type: none"> • Addition and Subtraction • Multiplication and Division • Fractions • Measures • Geometry • Statistics <p><i>Each of the mathematical areas provides opportunities for skills development, problem solving and the development of reasoning skills. Key learning is practised throughout the year to help embed to the long term memory.</i></p>	<p>English Core Text:The Lighthouse Keeper's Lunch by David and Ronda Armitage Supporting Class Texts: Grace Darling The Night Pirates – Peter Harris Pirate stories by Jonny Duddle Bug Club: A New home for a Pirate – Ronda Armitage Pirate School – Jeremy Strong Grandad's Island- Benji Davies Count on me at the seaside- Brenda Williams Pirate Pete - James Carter Traditional rhymes: When I was One . . . pirate ship <i>Composition skills, vocabulary, grammar and punctuation skills are explored within the relevant text type.</i></p>	<p>Science <i>Know animals, including humans have babies offspring) that grow into adults</i> Observe Seasonal Change Summer *Record data with support in drawing a table (Weather Chart) Include snow, rain, wind, day length, heat, cold</p>	<p>P.E Athletics Fielding and Striking</p>	<p>History Person beyond living memory Grace Darling Know: -she lived in a lighthouse - her father rowed to another island for vegetables - a ship broke up on rocks -she rescued sailors -she became famous Ask and answer simple questions about the past using artefacts and pictures Say which source they think is the most useful in a given context. Start to make guesses to explain why some people in the past acted as they did. Suggest why an individual acted as they did, and say why they think that. Understand basic cause and effect</p>
<p>Computing Information Technology Can name, save and retrieve their work Accesses online resources Add text and change the colour, font and size Add photos, video and sound Choose a range of media in their digital content including photos, clipart, texts and sound</p>	<p>Music Music is currently under review RE RE is currently under review Value Focus:Truthfulness</p>	<p>PSHE Use the correct names for the main parts of the body of boys and girls including external genitalia (e.g. vulva, penis, testicles) know that too much sun can cause sun damage to skin <i>Please note that PSHE is supplemented by the Heartsmart resource.</i></p>	<p>Design and Technology - cooking know that food comes from plants or animals Say how the product will be suitable for the intended user, including looking good say who the product is for use simple design criteria to help develop their ideas Say what they are making Use knowledge of existing products to help come up with ideas Plan by suggesting what to do next</p>	<p>Geography name the UK's surrounding sea(s) ie: the English Channel Find the English Channel on a UK map Find the four capital cities of the United Kingdom on a simple outline map, atlas and globe. know England's capital city is London find UK and France (link French) on a Map of Western Europe</p>

