

Woodpeckers- Year 1/2

Autumn Term 2 2017

Subject	NC Objectives- KS1	
	Year 1	Year 2
<b>Maths</b>	<ul style="list-style-type: none"><li>• Understand and then make teen numbers (10 and some 1s)</li><li>• compare and order numbers to 20, then 30; find the number between two numbers with a difference of 2</li><li>• understand and use ordinal numbers Read and write numbers and number-names to 20</li><li>• compare and order numbers to 20; identify 1 more and 1 less</li><li>• estimate sets of objects, count to check and order sets according to size</li><li>• understand 0 as the empty set</li><li>• Revise bonds to 5, 6 and 10</li><li>• find pairs which make 7</li><li>• use addition facts for 5, 6 and 10 to solve subtractions</li><li>• use number facts for 5, 6 and 10 to solve word problems</li><li>• Describe position and direction using</li></ul>	<ul style="list-style-type: none"><li>• Know and use ordinal numbers</li><li>• understand that 2-digit numbers are made from some 10s and some 1s</li><li>• Understand place value using 10p and 1p coins; find and record all possible amounts using 10p and 1p coins</li><li>• find 10p more and 10p less</li><li>• Find 10 more and 10 less</li><li>• Add and subtract 10, 20 and 30 to any 2-digit number</li><li>• Add and subtract 11, 21, 12 and 22 to any 2-digit number</li><li>• Solve addition and subtractions by counting on and back in 10s then in 1s</li><li>• Solve addition and subtraction problems using concrete and pictorial representations</li><li>• Understand and use terms and vocabulary associated with position, direction and movement</li></ul>

	<p>common words (including half turns);</p> <ul style="list-style-type: none"> <li>• compare lengths and heights;</li> <li>• estimate, compare and measure lengths using uniform non-standard and standard units</li> <li>• Add 1, 2 and 3 by counting on; subtract 1, 2, 3 or more by counting back;</li> <li>• begin to add three small numbers by spotting bonds to 10 or doubles (1-6)</li> <li>• recognise coins and know values (up to £2); begin to make amounts in pence</li> </ul>	<ul style="list-style-type: none"> <li>• Measure lengths using uniform units</li> <li>• Begin to measure in centimetres and metres</li> <li>• Add near doubles to double 15</li> <li>• Add several small numbers spotting near doubles or pairs to 10, etc.</li> <li>• Count in 2s, 5s and 10s from zero</li> <li>• Count in multiples of 2p, 5p and 10p</li> <li>• Number sequences of 2s, 5s and 10s</li> <li>• Find the totals of coins and ways to make an amount</li> <li>• Use coins to make given amounts of money</li> </ul>
<b>English</b>	<ul style="list-style-type: none"> <li>• Write, leaving spaces between words</li> <li>• Begin to punctuate sentences using a capital letter and a full stop, a question or exclamation mark</li> <li>• Use capital letters for the names of people, places, days of the week, etc.</li> </ul>	<ul style="list-style-type: none"> <li>• Learn how to use punctuation correctly, incl. capital letters, full stops, question or exclamation marks</li> <li>• Learn how to use sentences with different forms: statement, question, exclamation, command.</li> <li>• Use expanded noun phrases to describe and specify, e.g. adjectives to describe nouns</li> <li>• Use grammatical terminology</li> </ul>
<b>Topic</b>	<p><b>Science</b> Light - observe and name some light sources, observe changes of day and season</p> <p><b>Art:</b> Use experiences and ideas as the inspiration for artwork. Share ideas using drawing, painting and sculpture.</p>	

	<p>Explore a variety of techniques.  Learning about the work of a range of artists, artisans and designers.  Use digital media in a wide range of tools to create different textures, lines, tones, colours and shapes.</p>
<b>Design &amp; Technology</b>	<p>Investigate toy vehicles; design, research and modelling; developing tool skills; joining wheels and axles; making a chassis; to use choose and use finishing techniques; to decide on design criteria; to design and make; to evaluate</p>
<b>Geography</b>	<p>Identify seasonal and daily weather patterns; and hot and cold areas in the World.</p>
<b>Computing</b>	<p>Make a simple video showing steps of a process.</p>
<b>Music</b>	<p>Play tuned and un-tuned instruments</p>