

Oak: Cycle 2 – Spring 1

Core School Value	Curriculum Question	Core Text(s)	Beginning Hooks (enrichment days and trips)	Exciting End (showcasing learning/published outcomes/celebration)	Parental Involvement (celebrating learning alongside their children)	Over to You (Pupil-led learning)		
Expressive	Are there whales in Wales?	The Storm Whale, The Snail and the Whale.	Building a blue whale	Whale Exhibition	Show and Share	<ul style="list-style-type: none"> Whale Documentary Creating their own mythical beast for a flag (Inspired by welsh flag) Building their own Snowden 		
English	Maths	Science	Computing	History	Geography	Music		
<ul style="list-style-type: none"> Draft and write by composing and rehearsing sentences orally; Sequence sentences to form short narratives; In narrative create settings, characters and plot; Write for different purposes including about fictional personal experiences and fictional narratives; Re-read writing to check it makes sense and make simple revisions. Increase familiarity with a range of books; Explain and discuss understanding of books; Discuss the sequence of events in books; Answer and ask questions; Predict what might happen on the basis of what has been read; Draw inferences on the basis of what is being said and done; Express views and opinions about reading 	<ul style="list-style-type: none"> Number: Place Value and Multiplication and Division Count to 50 forwards and backwards, beginning with 0 or 1, or from any number. Count, read and write numbers to 50 in numerals. Given a number, identify one more or one less. Count in multiples of twos, fives and tens. Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward. Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising odd and even numbers. Solve one step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts. Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity. Measure and begin to record lengths and heights. Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels 	<ul style="list-style-type: none"> identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals identify and name a variety of common animals that are carnivores, herbivores and omnivores. describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) 	<ul style="list-style-type: none"> describe carefully what happens in computer games use logical reasoning to make predictions of what a program will do. test these predictions think critically about computer games and their use be aware of how to use games safely and in balance with other activities. 		<ul style="list-style-type: none"> identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop 	<ul style="list-style-type: none"> play tuned and untuned instruments musically use their voices expressively and creatively by singing songs and speaking chants and rhymes 		
				Build work into forest school. Draw and label activities. Creating their own animals and justifying its scientific labels. Sorting activities linked to maths (Venn diagrams)	To explore how computer games work and to create their own game.		Case study of Wales. Fact File Building Wales. Climbing Snowden – A creative piece of writing.	Play the ocarinas Listen to and sing sea shanties
		RE	MFL	PE/Games	Art	Design and Technology		
	<ul style="list-style-type: none"> Pupils will know that Christians believe that Jesus brings the good news (Gospel) and that God loves them and he will forgive them when they go wrong. Pupils will know that Christians believe that by forgiving they will find peace in their own lives, with others, and with God. Pupils know that Christians will pray to God prayers to say sorry to ask for things to say thank you. 		<ul style="list-style-type: none"> developing balance, agility and co-ordination, and begin to apply these in a range of activities 	<ul style="list-style-type: none"> select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics design purposeful, functional, appealing products for themselves and other users based on design criteria 				
Diary Entry A letter Fact File about Whales A performance text for a wildlife documentary.		What is the good news that Jesus brings?		Gymnastics Infant Agility		Create an aquarium		