### **Design and Technology**

- Explore playground equipment and the materials used to make them.
- Learn about framework structures and how to make them stable.
- Design and make a swing for a play person.
- Evaluate the swing against the original design.

### <u>PE</u>

- Dance
- Indoor Athletics

# <u>Maths</u>

# Year 1

- Subtraction within 10
- Ordinal numbers
- Shapes and patterns

### Year 2

- Addition of two 2-digit numbers to 100
- Subtraction of two 2-digit numbers to 100
- Multiplication and division
- Multiplying by 2 and 3

# **PSHE**

Celebrating differences

- Similarities and differences Understanding bullying and how to deal with it
- Making new friends Celebrating the differences in everyone

# **English**

### Year 1

- Fantasy Story Lost in the Toy Museum
- Instructions How to make a tube rocket
- Poems on a theme What's in the box?

### Year 2

- Fantasy Story Lost in the Toy Museum
- Instructions How to make a tube rocket
- Poems with a structure Riddles

Year One/Two

# How are the toys we play with made?

# <u>Science</u>

### Year 1

- Naming materials
- Properties of materials
- Testing properties
- Sorting objects

### Year 2

- Identify uses of materials
- Compare the suitability of a variety of everyday materials
- Investigating materials
- Changing shape of materials

### RE

- Christianity Christmas
- What gift would I have given to Jesus?

# **Topic Start**

 Toy Day – Bring your favourite toy to school

### **End Event**

 Group presentation on how toys have changed since Victorian times.

### Music

- Rhythm in the Way we Walk & The Banana Rap
- Rhythm, Reggae and Hip Hop

# Computing

We are Treasure Hunters

 Solving problems using programmable toys

# <u>History</u>

- My toys and my grandparent's toys
- Changes within living memory to childhood toys and stories
- Ole Kirk Christiansen (inventor of Lego) and his contribution to the development of toys
- Sequence toys from three different time periods
- Events commemorated through anniversaries – Guy Fawkes and Gunpowder Plot