

## English

In English children will be learning our Talk for Writing story  
The King of the Fishes

We will then use this text to help us write our own story and a report on a sea creature.

## Maths

As Mathematicians:

We will calculate the cost of our meal.

We will create graphs conveying the food orders.

## Science

As scientists:

- Observe closely, using simple equipment.
- Perform simple tests.
- Identify and classify.
- Use observations and ideas to suggest answers to questions.
- Gather and record data to help in answering questions.

Animals and humans

- Identify, classify and observe.
  - Look at growth, basic needs, exercise, food and hygiene.
- All living things\*
- Investigate differences.

## History

**As historians we will:**

- Observe or handle evidence to ask questions and find answers to questions about the past.
- Ask questions such as: What was it like for people? What happened? How long ago?
- Use artefacts, pictures, stories, online sources and databases to find out about the past.
- Place events and artefacts in order on a time line.
- Label time lines with words or phrases such as: past, present, older and newer.
- Recount changes that have occurred in their own lives.

Made in Hull  
Can we save Fish Friday?  
Y1/Y2 Spring



## Art

As Artists:

- Respond to ideas and starting points.
- Explore ideas and collect visual information.
- Explore different methods and materials as ideas develop.
- Use thick and thin brushes.
- Mix primary colours to make secondary.
- Add white to colours to make tints and black to colours to make tones.
- Create colour wheels.
- Join materials using glue and/or a stitch.

## Design and technology

- Cut materials safely using tools provided.
  - Measure and mark out to the nearest centimetre.
  - Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).
- Textiles
- Shape textiles using templates.
  - Join textiles using running stitch.
  - Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).

## Computing

As programmers:

We will be programming using scratch. We will be creating an aquarium.

## Music

- Take part in singing, accurately following the melody.
- Follow instructions on how and when to sing or play an instrument.
- Make and control long and short sounds, using voice and instruments.
- Imitate changes in pitch.

## R.E

### 1.2 New beginnings

How can we keep the world special?

We will: Explore creation stories and learn how to keep the world a special place.

## P.E

We will be learning how to control a ball using our feet.

## Creativity Driver

We will be hosting our own lunch in which we will be designing all aspects including the invitation and menus.

## Social and Emotional Well-being Driver

We will explore how our city has been affected by tragedies in the past.

## Enterprise Driver

We will be inviting the governors to our lunch and showcasing our work.

## Basic Skills Driver

We will use the writing area to write stories.

We will be using the maths area to reinforce strategies and calculations taught within the lessons.