Curriculum Overview for Infants Cycle 2

English Up to year 2

Reading
- Develop phonics until decoding secure
- Read common suffixes
- Read & re-read phonic-appropriate books
- Read common 'exception' words
- Discuss & express views about fiction, non-fiction & poetry
- Become familiar with & retell stories
- Ask & answer questions; make predictions
- Begin to make inferences

Writing
- Spell by segmenting into phonemes
- Learn to spell common 'exception' words
- Spell using common suffixes, etc.
- Use appropriate size letters & spaces
- Develop positive attitude & stamina for writing
- Begin to plan ideas for writing
- Record ideas sentence-by-sentence
- Make simple additions & changes after proof-reading

Grammar
- Use . ! ? , and '
- Use simple conjunctions
- Begin to expand noun phrases
- Use some features of standard English

Speaking & Listening
- Articulate & Justify answers
- Initiate & respond to comments
- Use spoken language to develop understanding

Art & Design

- **Into the Castle –** Paul Klee –'Castle and Sun.'
- **In the Wild, Wild Woods–** Observational drawings of owls.
- **Healthy Me –** Arcimboldo – still life.
- **How does your Garden Grow –** Plant sculptures – Eric Carle
- **Creepers and Crawlers –**Matisse's snail – spirals and collage.
- **Ocean Deep -** Printing – finger, hand card and press prints.

Computing

- **Into the Castle–** Manipulating media using the ipads.
- **In the Wild, Wild woods –** Book creator and pages
- **Healthy Me –** Filming and recording a weather report.
- **How does your Garden grow –** coding
- **Creepers and Crawlers–** Internet Safety
- **Ocean Deep–** Data collection

Mathematics

All children will study in detail these strands.

- **Number & Place Value**
- Addition & Subtraction
- Multiplication & Division
- Fractions
- Measurement
- Properties of Shape
- Statistics

Design & Technology

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- **Into the Castle –** Building Castle Towers
- **Healthy Me –** Preparing a healthy meal

Ocean Deep – Puppets – pirates and mermaids.

Geography

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- **In the Wild, Wild Woods–** Katie Morag and Isle of Struay.
- **How does your Garden Grow –** Our school and its grounds, maps and keys.
- **Ocean Deep –** Comparing and contrasting Handcross and St Lucia.

Visits

- **Into the Castle –** Bodiam Castle
- **In the Wild, Wild Woods–** Wilderness wood
- **Healthy Me –** Rainbow Theatre
- **How does your Garden Grow –** Woods Mill
- **Creepers and Crawlers –**Wakehurst Place
- **Ocean Deep –** Brighton Sealife centre

Music

- **Into the Castle –** Long and short sounds.
- **In the Wild, Wild Woods–** Carnival of the Animals by Saint-Saens.
- **Healthy Me –** TV tunes
- **How does your Garden Grow –** Creating a TV advert tune
- **Creepers and Crawlers –**Tempo
- **Ocean Deep –** question and answer response

Science

- **Into the Castle –** Everyday materials, comparing and grouping, identifying and naming.
- **In the Wild, Wild Woods–** Nocturnal animals, food chains, habitats.
- **Healthy Me –** Types of food. Exercise, hygiene , medicine, illness and getting better.
- **How does your Garden Grow –** Living and non-living. Plants – lifecycle and parts.
- **Creepers and Crawlers –** Carnivores, omnivores and herbivores.
- **Ocean Deep –** Sea creatures and their habitats.

History

- **Into the Castle –**Keeping in touch through the ages – castles to computers.
- **In the Wild, Wild Woods–** Guy Fawkes
- **Healthy Me –** Florence Nightingale
- **How does your Garden Grow –** The house fire at Nyman's gardens.

Physical Education

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement

Religious Education

- **Into the Castle –** Visiting church
- **In the Wild, Wild Woods–** Christmas
- **Healthy Me –** Food and festivals
- **How does your Garden Grow –** The Easter Story
- **Creepers and Crawlers –**Important people.

Ocean Deep – Bible Stories