

Rowans Curriculum Information – Spring 2

English

Key texts:

- The Snail and the Whale by Julia Donaldson
- The Magic Bed by John Burningham

Main outcomes:

- Building knowledge of nouns, verbs and adjectives
- Sentence building
- Simple recounts
- Creating additional scenes
- Simple fact files
- Ordering events in a story
- Writing simple instructions

Geography

- To name and locate the world's seven continents and five oceans.
- To locate the world's countries using maps.
- To look at similarities and differences in human and physical geography.
- Describe and understand key aspects of physical geography including rivers, mountains and volcanos.
- Use maps, atlases, globes and computers to locate countries.

Maths

Addition and Subtraction

- Adding one more
- Taking one away
- Practical addition and subtraction

Symmetry with 2D shape

- Identifying 2D shapes
- Shape hunts
- Identifying symmetry

Exploring 3D shape

Compare and measure capacity

Science

- To recognise a range of different habitats.
- To identify the animals that live within these habitats.
- To recognise how the habitats differ.
- To recognise that environments can change and how humans can help.

Art and Design

- To explore shading using pencils.
- To experiment with showing line, tone and texture.
- To use dots and lines to demonstrate pattern and texture.
- To use a variety of drawing tools; pencils, rubbers and charcoal
- To show an awareness of space when drawing.

History

Taught through geography.

Around the World in 80 Days

Music – Instrument Skills

- To join in with actions
- To anticipate movements
- To follow direction to play solo
- To follow direction to play in a group.
- To direct the group using symbols.

Design Technology (DT)

- To explore different types of naan bread and their packaging.
- Design their own packaging.
- Understand and apply the principles of a healthy and varied diet.
- Communicate their ideas through group discussion.

Life Skills

- To explore meal planning and healthy dishes.
- To begin to understand money is needed for shopping.
- To begin to budget using roleplay scenarios.
- To use money to shop and buy things for class.

Computing – Multimedia Photographs

- To take photos using a camera or tablet.

Films

- To choose images to convey information.
- To record video using a tablet or camera.