

FALKNER HOUSE: CURRICULUM OVERVIEW GIRLS

2020/2021	RECEPTION	Y1	Y2	Y3
ENGLISH	Reading, poetry, exposure to a wide range of literature including fairy tales and poems, phonic work (supported by Read, Write, Inc), simple composition, sentence construction, full stops, capital letters, handwriting, drama, speaking and listening.	Reading, poetry, creative writing, writing instructions, dictation, spelling, phonic work, sentence construction, grammar and punctuation, handwriting, initial, middle and final blends, speaking and listening, set texts including fiction & non-fiction, aural comprehension, library and drama.	Reading, poetry, comprehension, creative writing, sentence construction, dictation, spelling, phonic work, grammar and punctuation, handwriting, library and drama.	Reading, poetry, comprehension, creative writing, spelling, grammar and punctuation, handwriting, dictation, library and drama.
MATHS	Number - recognising, writing, ordering and counting up and back to 10 and 30. Counting reliably and in different contexts. Using numicon to find number patterns - odd/even numbers up to 10/ over 10, ordinal numbers, 1 more/1 less, doubling and halving numbers under 10 and up to 20. Introducing place value with tens and ones. Counting aloud in ones, twos fives and tens without using multiplication. Using language to compare numbers: bigger, smaller, more, less. Partitioning numbers to lead to simple Addition and Subtraction with two 1 digit numbers and a 2 digit numbers from a 1 digit number/ 2 digit number - practical and written number sentences and written word problems, sharing, number bonds to 10 and 20. Using a numberline, introducing the inverse through number families, using the inverse for missing number problems. Money - recognising the value of UK coins and notes, using numicon to add 1p, 2p and 5p and higher value coins. Shape and space - positional language, recognise and draw 2D shapes, halving shapes, patterns, introduce 3D shapes, symmetry, corners, using nets to make simple 3D shapes. Measurement - weight, capacity, length. Using vocabulary - greater, bigger, smaller heavier and lighter to compare quantities. Practical work using standard and non - standard units, using a ruler and a balance, reading scales. Time - order and sequence events and measure short periods of time using non-standard units. Read the time to the hour and half past, quarter past/ quarter to. Understanding seasons, months, days, weeks and years. Data - collecting and interpreting data, tally charts, pictograms and drawing bar charts.	Number - odd and even (investigative work adding odds and evens) , estimating, counting, patterns. Place Value – two digit up to 3-digit Addition and Subtraction – doubles, near doubles, halving, number bonds to 10 and 20, 50, 100, 10 more/less, 1 more/less, inverse, adding and subtracting one digit and two-digit, three-digit, numbers and crossing tens/ hundreds. Multiplication and Division – repeated addition/subtraction, making groups and sharing, counting in twos, threes, fives & tens, using the inverse. Money - operations using coins & notes. Time - telling the time quarterly, telling the time to five minutes and adding/subtracting time, plus understanding about days, months and seasons. Statistics - tally charts, venn diagrams, pictograms and block diagrams. Fractions – recognising halves, quarters, thirds, finding a fraction of an amount. Properties of shapes - 2D and 3D including looking at lines of symmetry, recognising right angles. Position and Direction - describing turns, movement, compass. Measurement - using non-standard units at first and then using standard units in length and height, mass, capacity, reading scales. Problem solving – developing problem solving skills.	Place Value to three digits,(with an understanding of the relationship between the ones, tens and hundreds columns) Addition and Subtraction - adding and subtracting a two digit number to/from a one digit number and crossing ten (adding and subtracting three digit numbers using a variety of methods and showing understanding of the carrying and exchanging involved when using a formal column method) Multiplication and Division including counting in twos, fives, tens, threes, fours and sixes (the ability to understand the process of multiplication and division and apply knowledge to worded problems as necessary/to multiply a two digit number by a one digit number/to understand what is happening when objects are grouped or shared in relation to division/to recognise factors and multiples of a number/to have a good understanding that multiplication is repeated addition) Money -(all four) operations using coins and notes Time - telling the time to five minutes plus understanding about days, months and years (converting hours to minutes and minutes to hours/using a timeline to find durations of time) Statistics - tally charts, pictograms and block diagrams. Fractions - finding halves, quarters and thirds and counting in fractions (finding fractions of amounts, comparing unit and non-unit fractions) Properties of shapes - 2D and 3D including looking at lines of symmetry (recognising nets of 3D shapes, identifying lines of symmetry in irregular and regular 2D shapes, recognising right angles) Position and Direction -describing turns and movement (recognising right angled turns) Measurement - using standard units in length and height, mass, capacity and temperature (and know which unit of measurement to choose)	Place value: 3 digitso (to to 4 and 5 digits; rounding to nearest 10 and 100 Addition and Subtraction: adding and subtracting numbers up to 3 digits, (to 4) using mental strategies and formal written methods where appropriate; estimating and using the inverse to check answers Multiplication and Division: recall and use facts for 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x and 10x multiplication tables including two-digit numbers times one-digit numbers using mental and formal written methods Money: add and subtract amounts to give change Time: analogue and digital (12 hour and 24 hour) to the nearest minute and compare durations of events; understand about seconds, days, months, years Fractions: recognise, find and write unit fractions and non-unit fractions of shape and number; count up and down in tenths; add and subtract fractions with the same denominator Algebra: missing number problems Using Measure: measure, compare, add and subtract lengths, mass and volume/capacity, perimeter Shape: draw, make and name 2D and 3D shape Angle: recognise as property of shape or a description of a turn; identify right angles, horizontal, vertical., perpendicular and parallel lines Statistics: use of bar charts, pictograms and tables to solve problems Problem solving: one and two step (three step)
IT	Basic computer skills, PowerPoint presentations, recording audio, basic programming, manipulation of images and shapes, spreadsheets, video.	Basic computer skills, illustration techniques, data collection and recording, PowerPoint presentations, navigating Google Earth.	PowerPoint, illustration techniques, audio recording, programming, animation, iMovie, use of templates and formatting.	Research techniques, PowerPoint, illustration, manipulation of tables and images within documents, email communication, animation using Scratch.
SPANISH				Introduction to Spanish
SCIENCE	Space Planets and Sun (topic Neil Armstrong) Growth including life cycles Exploring new environments London including the Underground, Landmarks including bridges Kenya vs S. Kensington Everyday materials Fruit and vegetables	Ourselves Senses Classification of animals, including humans Everyday materials Light and dark Sound Living and non living	Living things and their habitats Introduction to forces Investigation work Planets and space (including day and night) Electricity Life cycles Variation and adaptation in plants and animals (includes classification)	Plants - helping them grow Properties of materials Light and shadow Teeth Birds Forces, magnets and springs
HISTORY		Explorers and Ice Explorers Inventors The Ancient Greeks	Egyptians The Plague and the Great Fire of London Victorians	Aztecs Romans, Anglo Saxons and Vikings
GEOGRAPHY		Oceans and Seas Britain Weather Experts	Europe Global charities Rivers	Volcanoes and earthquakes Asia - particularly India Mexico also Central and South America
ART	Painting, drawing, clay, scissor manipulation, model making, use of various media and colour. DT - cross curricula linkage with use of various construction kits, design, planning and making models and sewing.	Cross curricular linkage with painting, clay, scissor manipulation, model making, use of various media, collage, free design, planning and sewing.	Cross curricula linkage with painting, clay, colour, understanding of paints, design, building and planning models, joining and combining materials, cutting, photography and sewing.	Cross curricula linkage with painting, collage, 3D work, pattern design and texture, clay and photography and simple construction.
HISTORY OF ART	Different topic / artist / painting each week / half term			
RE	Bible stories Festivals: Christian - (Easter and Christmas) Jewish - (Yon Kippur, Hannukar, Passover, Purim), Muslim (Eid and Ramadam), Hindu (Divali, Holi). As the children get older, an increased explanation of the underlying meaning of these different religions via festivals.			
PSHEE and CITIZENSHIP	Looking after and managing ourselves, how we feel, good relationships, dealing with disappointment, my family, being a good friends, safety, where do I come from, passports, becoming an active and good citizen.			
MUSIC	Introduction to composers (increasing number through the years). Build and develop a sense of pulse and pitch through using percussion instruments, dancing and movement to the beat and through learning songs from different culture and backgrounds. Develop confidence in performing to an audience. Finding their “best voice” in listening to			

	the quality of pitch and learning more and more to sing in tune (Carol concert preparation). Introduction to the main repertoire through a story constructed around a composer or a famous repertoire piece.		
	Introduction of basic theory and musical terms such as bar, a beat or pulse through use of chimes and percussion. Develop confidence performing to an audience via creative shows including dance and accompanying songs with tuned instruments.	Build on music theory e.g dynamics and introduce more musical terms. Play songs from various backgrounds with their instruments (violin, viola, cello, piano, recorder etc.). Continue creative shows as before.	Build on music theory e.g. drone, ostinato etc. and possibly key signature. Learn to imagine a story while listening to a piece of music. Play songs as before with their instruments. Continue creative shows
PE	Multi skills: whistle games, travelling, large/small ball skills, athletics, cross country, gymnastics, dance	Multi skills: whistle games, travelling, large/small ball skills, striking skills athletics, cross country, gymnastics, dance	Multi skills: whistle games, travelling, large/small ball skills, striking skills athletics, cross country, gymnastics, dance, rounders swimming and netball.
CLASSICS			Myths and Legends
REASONING			Verbal and non- reasoning

The extent of coverage of the topics below will vary year by year

Burns' Day	25th January
St Patrick's Day	17th March
St Georges Day	23rd April
Anzac Day	25th April
US Independence Day	4th July
Bastille Day	14th July
Guy Fawkes	5th November
Remembrance Day	14th November

Religious festivals: Eid, Diwali, Chinese New Year, Passover, Yom Kippur, Lent, Easter and Christmas.