

# FALKNER HOUSE: CURRICULUM OVERVIEW BOYS



2022/2023	RECEPTION	Y1	Y2	Y3
ENGLISH	Reading, 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, 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, library and drama.
MATHS	<p><b>Number</b> - recognising, writing, ordering and counting up and back to 10 and 30. Counting reliably and in different contexts. <b>Using numicon to find number patterns</b> - 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 <b>Addition and Subtraction</b> with two 1 digit numbers and a 2 digit numbers from a 1 digit number/ 2 digit number - practical and written number sentences and <b>written word problems</b>, sharing, number bonds to 10 and 20. Using a numberline, introducing the inverse through number families, <b>using the inverse for missing number problems</b>. <b>Money</b> - recognising the value of UK coins and notes, using numicon to add 1p, 2p and 5p and <b>higher value coins</b>. <b>Shape and space</b> - positional language, recognise and draw 2D shapes, halving shapes, patterns, introduce 3D shapes, symmetry, corners, using nets to make simple 3D shapes. <b>Measurement</b> - 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. <b>Time</b> - order and sequence events and measure short periods of time using non-standard units. Read the time to the hour and half past, <b>quarter past/ quarter to</b>. Understanding seasons, months, days, weeks and years. <b>Data</b> - collecting and interpreting data, tally charts, pictograms and <b>drawing</b> bar charts.</p>	<p><b>Number</b> - odd and even (investigative work adding odds and evens) , estimating, counting, patterns. <b>Place Value</b> – two digit <b>up to 3-digit Addition and Subtraction</b> – 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, <b>three-digit</b>, numbers and crossing tens/ hundreds. <b>Multiplication and Division</b> – repeated addition/subtraction, making groups and sharing, counting in twos, <b>threes</b>, fives &amp; tens, <b>using the inverse</b>. <b>Money</b>- operations using coins &amp; <b>notes</b>. <b>Time</b> - telling the time quarterly, telling the time to five minutes and adding/subtracting time, plus understanding about days, months and seasons. <b>Statistics</b> - tally charts, <b>venn diagrams</b>, pictograms and block diagrams. <b>Fractions</b> – recognising halves, quarters, thirds, finding a fraction of an amount. <b>Properties of shapes</b> - 2D and 3D including looking at lines of symmetry, <b>recognising right angles</b>. <b>Position and Direction</b> - describing turns, movement, <b>compass</b>. <b>Measurement</b> - using non-standard units at first and then using standard units in length and height, mass, capacity, reading scales. <b>Problem solving</b> – developing problem solving skills.</p>	<p><b>Place Value</b> to three digits,(with an understanding of the relationship between the ones, tens and hundreds columns) <b>Addition and Subtraction</b> - adding and subtracting a two digit number to/from a one digit number and crossing ten (<b>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</b>) <b>Multiplication and Division</b> including counting in twos, fives, tens, threes, fours and sixes (<b>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</b>) <b>Money</b> (all four) operations using coins and notes <b>Time</b> - telling the time to five minutes plus understanding about days, months and years (<b>converting hours to minutes and minutes to hours/using a timeline to find durations of time</b>) <b>Statistics</b> - tally charts, pictograms and block diagrams. <b>Fractions</b> - finding halves, quarters and thirds and counting in fractions (<b>finding fractions of amounts, comparing unit and non-unit fractions</b>) <b>Properties of shapes</b> - 2D and 3D including looking at lines of symmetry (<b>recognising nets of 3D shapes, identifying lines of symmetry in irregular and regular 2D shapes, recognising right angles</b>) <b>Position and Direction</b> -describing turns and movement (<b>recognising right angled turns</b>) <b>Measurement</b> - using standard units in length and height, mass, capacity and temperature (<b>and know which unit of measurement to choose</b>)</p>	<p><b>Place value:</b> 3 digitso (to to 4 and 5 digits; rounding to nearest 10 and 100 <b>Addition and Subtraction:</b> adding and subtracting numbers up to 3 digitsr, (to 4) using mental strategies and formal written methods where appropriate; estimating and using the inverse to check answers <b>Multiplication and Division:</b> 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 <b>Money:</b> add and subtract amounts to give change <b>Time:</b> analogue and digital (12 hour and 24 hour) to the nearest minute and compare durations of events; understand about seconds, days, months, years <b>Fractions:</b> 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 <b>Algebra:</b> missing number problems <b>Using Measure:</b> measure, compare, add and subtract lengths, mass and volume/capacity, perimeter <b>Shape:</b> draw, make and name 2D and 3D shape <b>Angle:</b> recognise as property of shape or a description of a turn; identify right angles, horizontal, vertical., perpendicular and parallel lines <b>Statistics:</b> use of bar charts, pictograms and tables to solve problems <b>Problem solving:</b> one and two step (three step)</p>
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 with Scratch.
SCIENCE	<p><b>Space</b> - planets  <b>Growth</b> including life cycles  <b>London</b> including the Underground, landmarks and transport</p>	<p>Ourselves  Senses  Animals, including humans  Everyday materials  Seasonal changes  Sound  Light and dark</p>	<p>Living things and their habitats  Introduction to forces  Investigation work  Planets and space (including day and night)  Electricity  Variation in plants and animals (including classification)</p>	<p>Plants - helping them grow  Properties of materials  Light and shadow  Teeth  Birds  Forces, magnets and springs</p>
HISTORY		<p>Explorers and Ice Explorers  Inventors  The Ancient Greeks</p>	<p>Egyptians  The Plague and Great Fire  Pioneers</p>	<p>Anglo Saxons &amp; Vikings  Romans  Victorians</p>
GEOGRAPHY		<p>Oceans and Seas  Britain  Weather Experts</p>	<p>A journey through Europe (focusing on France)  Volcanoes and earthquakes  Rivers</p>	<p>All around the world &amp; culture around the world  Rainforests  Glaciers &amp; fjords  North America (Mexico focus)</p>
ART	Painting, drawing, clay, scissor manipulation, model making, use of various media and colour. DT - cross curricula linkage with use of various	Cross curricular linkage with painting, clay, scissor manipulation, model making, use of various media, collage, free design, planning and sewing.	Cross curricular linkage with painting, clay, colour, understanding of paints, use of various construction kits, free design, building and planning models,	Cross curricula linkage with painting, collage, 3D work, pattern design and texture and simple construction.

	construction kits, free design, planning and making models and sewing.		joining and combining materials, cutting and hand sewing.	
HISTORY OF ART	Different topics / artists each term			
RE	Bible stories Core beliefs and traditions - Christian (Easter and Christmas), Jewish (Yon Kippur, Hanukkah, Passover), Muslim (Eid and Ramadam), Hinduism (Diwali) 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 friend, safety, where do I come from, passports, becoming an active and good citizen.			
MUSIC	Introduction to composers. Build a sense of pulse 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 and work on singing more and more in tune. Finding their “best voice” in listening to the quality of pitch (Carol concert preparation). Introduction to the main repertoire through a story constructed around a composer or a famous repertoire piece.	Learning about more composer’s lives (at least 2). Keep on developing singing in tune (Carol concert preparation). Continue building sense of pulse and pitch through songs from various backgrounds and playing percussion instruments. Introduction of basic theory and musical terms such as bar, a beat or pulse through use of chimes and percussion instruments. Develop confidence in performing to an audience with tuned instruments. Introduction to the main repertoire through a story constructed around a composer or a famous repertoire piece.	Continue to build on knowing more composers lives (at least 4). Continue to build on music theory such as dynamics and introduce more musical terms. Keep on developing singing in tune (Carol concert preparation). The sense of pulse should be well established now, but percussion instruments are still used. Play songs from various backgrounds with their instruments (violin, viola, cello, piano, recorder etc.). Develop confidence in performing to an audience with tuned instruments. Introduction to the main repertoire through a story constructed around a composer or a famous repertoire piece.	Children should know at least 6 composers. Introduction to more music theory such as drone, ostinato and more musical terms and possibly key signature. The sense of pitch and singing in tune should be well established by now as well as the sense of pulse (Carol concert preparation). Learn to imagine a story while listening to a piece of music. Play songs with their instruments (violins, viola, cello, piano, recorder etc..). Develop confidence in performing to an audience with tuned instruments. Introduction to the main repertoire through a story constructed around a composer or a famous repertoire piece.
PE	Multi skills: whistle games, orientation, estimating & predicting, travelling Large/small ball skills Striking skills Health related fitness Athletics Cross country Dance Gymnastics	Multi skills: whistle games, orientation, estimating & predicting, travelling Large/small ball skills Striking skills Health related fitness Athletics Cross country Martial Arts Dance Gymnastics	Multi skills: whistle games, orientation, estimating & predicting, travelling Large/small ball skills Striking skills Health related fitness Athletics Football, Rugby, Cricket, Tennis Cross country Martial Arts dance Gymnastics	Multi skills: whistle games, orientation, estimating & predicting, travelling Large/small ball skills Striking skills Health related fitness Athletics Football, Rugby, Cricket, Tennis Cross country Martial Arts Swimming
MYTHS & LEGENDS	Introduction to myths and legends. Predominantly Greek & Roman and some Norse.			
REASONING		Verbal and Non verbal reasoning	Verbal and Non verbal reasoning	Verbal and Non verbal reasoning
SPANISH				Introduction to basic phrases and grammar

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

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