

English

Year 1

- Aboriginal dream stories
- Narratives
- Editing and improving work
- Developing vocabulary
- Building writing stamina

Year 2

- Narrative unit on Australian stories
- Aboriginal dream stories
- Adding suffixes and prefixes to root words
- Paragraphing
- Building writing stamina

Science

- Different habitats e.g. coral reef and rainforest for different animals (adaptation)
- Name and identify plants and animals
- Life cycles
- Looking after our bodies. Focusing on sun protection.
- Signs of summer

History

- Indigenous history of Australia
- Learning about exploration of the world - study of a historical figure (Captain Cook)

DT

- Make Australian animals using sculpture and clay
- Australian cooking

Art

- Enjoying indigenous artwork and experimenting with creating our own aboriginal art
- Using aboriginal symbols
- Painting Australian animals

When I'm asleep, who's awake?

Maths

Year 1

- Fractions- finding halves and quarters of shapes and amounts.
- Position and direction
- Place value (within 100)
- Money
- Time

Year 2

- Telling the time to the nearest five minutes
- Calculation strategies of all four operations
- Measure (reading scales, temperature, mass)
- Position and directional language

Music

- Australian anthem
- Popular Australian folk songs
- Experimenting with Australian musical instruments
- Creating our own compositions and soundscapes

Geography

- Studying a contrasting locality
- Locating Australia on a map
- Climate and habitats
- Communicating with a school in Australia
- Learning the seven continents and five oceans

PE

- Y1 Gymnastics
- Athletic activities
- Sports Day preparation
- Y2 Swimming and Maypole Dancing

Computing

- Writing emails
- Programming using Scratch
- Internet Research
- Online Safety including safe content

SMSC/PSHE

- Understanding a different culture (aboriginal)
- Values - Collaboration and Truthfulness

NB: This is a summary of the areas to be covered and teachers may choose to change aspects of the plan during the topic.

