

YEARS 1 & 2 LEARNING OVERVIEW



Autumn 2025

PHONICS

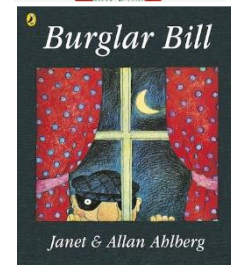
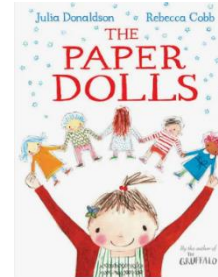
These are the spelling rules/patterns that your child will be taught during the Autumn term. If you would like, you are more than welcome to work with them at home:

Miss Field's, Mrs Timmin's and Mrs Slater's Phonic Groups	
phoneme and graphemes	Examples of words
ay, oy, ea, ie	play, boy, seat, tries
ow, ew, oy	yellow, crew, few, shout,
ir, aw, eer, are	birds, saw, cheer, spare

Miss Hudson's Phonic Group
Focus is blending and segmenting words using the sounds they have been taught.

BOOKS

In English, we will be reading:



MATHEMATICS

During maths lesson this half term, your child will be looking at:

Year 1	Year 2
<ul style="list-style-type: none"> Recognising and ordering numbers to 10. Saying one more and one less than a number to 10. Finding two numbers which make 10 (number bonds). Adding and Subtracting to 10 using objects to support. Naming and talking about the properties of 2D and 3D shapes. 	<ul style="list-style-type: none"> Read and write numbers to at least 100 in numerals and in words. Count in steps of 2, 5 and 10. Compare and order numbers from 0 up to 100, using < > and = signs. Number bonds to 20. Addition and subtraction within 100. Recognise 2D and 3D shapes. Doubles and halves up to 10. Odd and even numbers.

Please feel free to support your child at home. **White Rose One Minute Maths** is a free app which is great to use! We will also be sending home login information for **Times Tables Rockstars** very soon.

LOVING, GROWING and SUCCEEDING TOGETHER

WIDER CURRICULUM

Skills and Knowledge that will be taught	
Science	<p>Everyday Materials</p> <ul style="list-style-type: none"> • Compare and group together a variety of everyday materials. • Name an object and the material it is made from. • Identify and name a variety of materials such as wood, plastic, glass, metal, rock and water. • Describe the features of everyday materials such as it's hard, soft, bendy, stretchy. • Talk about what materials are suitable for different purposes. <p>Seasonal Changes</p> <ul style="list-style-type: none"> • Recognise and talk about the changes in the seasons Autumn and Winter. • Observe and talk about the weather associated with the seasons.
RE	<p>Who made the world? What is it like to be part of a faith community?</p> <ul style="list-style-type: none"> • To understand the Creation story. • To explain what the Creation story tells us about what God is like. • How can we show thankfulness for God's Creation. • To ask questions about living in our amazing world.
History	<p>Changes Within Living Memory: Houses and Home</p> <ul style="list-style-type: none"> • To know where we live and why it is called the Black Country. • To identify what homes are like today. • To explore homes built a long time ago and identify their features. • To know what the inside of a Victorian house was like. • To identify and explore objects in a Victorian home. • To compare and contrast homes today and homes from the past.
Geography	<p>Our Local Area</p> <ul style="list-style-type: none"> • To understand what an aerial perspective is. • To know what a key is on a map. • To describe the difference between human and physical features. • To know and use the four main points of a compass. • To locate places on a map using a compass and grid references. • To classify the features of Pensnett.
Art	<p>Sculpture: Clay Tiles</p> <ul style="list-style-type: none"> • To use my hands as a tool to shape clay. • To shape and join clay shapes. • To use impressing and joining techniques to decorate a clay tile. • To use drawing to plan the features of a 3D model. • To make a 3d clay tile from a drawn design. • To evaluate a piece of art work.
Computing	<p>Robot Algorithms</p> <ul style="list-style-type: none"> • To describe a series of instructions as a sequence. • To explain what happens when we change the order of instructions. • To use logical reasoning to predict the outcome of a program. • To explain that programming projects can have code and artwork. • To design an algorithm. • To create and debug a program that I have written.

You can speak to your child's teacher at the end of the school day, message them on ClassDojo or arrange an appointment by speaking to the office staff. Alternatively, you can email

Mr Rondeau on krondeau@st.marks.dudley.sch.uk or Mrs Smith on gsmith@st.marks.dudley.sch.uk.

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