English

Beegu story writing and letter writing:
Understanding both books they can read and ones they listen to by making inferences on the basis of what is being said and done.
Author study: Oliver Jeffers – exploring a variety of books written by the same author.
Non – chronological reports on space: Variety of fact files on space. When writing sentences, they are saying out loud what they are going to write about.
Spring poetry and rhyming: Collection of spring poems. Learning to appreciate rhymes and poems, and to recite some by heart.
Moon Zoom: Posters; Character descriptions; Non-chronological reports; Adverts; Science fiction.

Mathematics

Length and height: Comparing height and length; Measuring length using things; Measuring height and length using body parts; Measuring height and length using a ruler.
Numbers to 40: Counting to 40; Writing numbers to 40; Counting in tens and ones; Comparing numbers; Finding how much more; Making number patterns.
Addition and subtraction word problems: Solving word problems.
Multiplication: Making and adding equal groups; Making equal rows and doubles; Solving word problems.
Division: Grouping and sharing equally.
Fractions: Making halves and quarters; Sharing and grouping.
Numbers to 100: Counting to 100; Finding tens and ones; Comparing numbers; Making number patterns.

Science

Everyday Materials: distinguish between an object and the material from which it is made; Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock; Describe the simple physical properties of a variety of everyday materials; Compare and group together a variety of everyday materials on the basis of their simple physical properties.

Design and Technology

Moon Zoom: Designing and making space themed vehicles; Rules are made to keep people safe from danger. Safety rules include always listening carefully and following instructions, using equipment only as and when directed, wearing protective clothing if appropriate and washing hands before touching food. Follow the rules to keep safe during a practical task. An axle is a rod or spindle that passes through the centre of a wheel to connect two wheels. Use wheels and axles to make a simple moving model. Design criteria are the explicit goals that a project must achieve. Create a design to meet simple design criteria. Different materials can be used for different purposes, depending on their properties. For example, cardboard is a stronger building material than paper. Plastic is light and can float. Clay is heavy and will sink. Construct simple structures, models or other products using a range of materials. Specific tools are used for particular purposes. For example, scissors are used for cutting and glue is used for sticking. Select the appropriate tool for a simple practical task. A strength is a good quality of a piece of work. A weakness is an area that could be improved. Talk about their own and each other's work, identifying strengths or weaknesses and offering support. Different materials are suitable for different purposes, depending on their specific properties. For example, glass is transparent, so it is suitable to be used for windows. Select and use a range of materials, beginning to explain their choices. The importance of a product may be that it fulfils its goals and performs a useful purpose. Describe why a product is important.

Computing

Online Safety
Exploring the keyboard and looking at text, how to change text and how we can remove it and add it back.

PSHE

Emotions and feelings. This will range from simple emotions to more complex emotions. To recognise that not everyone feels the same at the same time, or feels the same about the same things.

Year: 1
Term: Spring
Topic: Moon Zoom!

Starting Point
Becoming an astronaut – preparing to go into space.

End Product
Written outcome:
Why is space such an amazing place?
Creative outcome:

Visits/Visitors

Theatre

RE

Judaism – Who is important to them and why?
How they remember these people?
For example Moses and Noah.

Art and Design

Models of the Solar System.
Fabricate: Gunta Stolz and Gustav Klimt; Ideas can be created through observation (looking closely), imagination (creating pictures in the mind) and memory (remembering experiences from the past). Design and make art to express ideas. Discussion and initial sketches can be used to communicate ideas and are part of the artistic process. Communicate their ideas simply before creating artwork. Aspects of artwork that can be discussed include subject matter, use of colour and shape, the techniques used and the feelings the artwork creates. Say what they like about their own or others' work using simple artistic vocabulary. The primary colours are red, yellow and blue. Identify and use paints in the primary colours. A print is a shape or image that has been made by transferring paint, fabric paint, ink or other media from one surface to another. Make simple prints and patterns using a range of liquids including ink and paint. Soft pencils create darker lines and are marked with a B for black. Hard pencils create lighter lines and are marked with an H for hard. Different types of line include zigzag, wavy, curved, thick and thin. Use soft and hard pencils to create different types of line and shape. Transient art is moveable, non-permanent and usually made of a variety of objects and materials. Natural materials, such as grass, pebbles, sand, leaves, pine cones, seeds and flowers, can be used to make transient art. Make transient art and pattern work using a range or combination of man-made and natural materials. Drawings or paintings of locations can be inspired by observation (looking closely), imagination (creating pictures in the mind) and memory (remembering places from the past). Draw or paint a place from memory, imagination or observation. Words relating to colour, shape, materials and subject matter can be used to explore works by significant artists. Describe and explore the work of a significant artist.

Music

Beethoven
Listen with concentration and understanding to a range of high-quality live and recorded music.
Musicianship: Songs from the Music Express Book. Rhythm: Perform short copycat rhythm patterns accurately, led by the teacher.

History

Significant people – Astronauts; Changes within living memory.
Common words and phrases, such as here, now, then, yesterday, last week, last year, years ago and a long time ago, can be used to describe the passing of time. Use common words and phrases relating to the passing of time to communicate ideas and observations (here, now, then, yesterday, last week, last year, years ago and a long time ago); Identifying similarities and differences helps us to make comparisons between life now and in the past. Identify similarities and differences between ways of life within or beyond living memory; Significant historical events include those that cause great change for large numbers of people. Key features of significant historical events include the date it happened, the people and places involved and the consequences of the event. Identify some key features of a significant historical event beyond living memory; Changes within living memory have happened over the last 100 years and include advances in technology, exploration, workplaces, houses and jobs, leisure, family and social structures. Describe changes within or beyond living memory; Sequencing words, such as first, next, finally, then and after that, can be used to order information chronologically. Order information on a timeline; Significant historical events include those that cause great change for large numbers of people. Describe a significant historical event in British history.

Geography

Satellite images: An aerial photograph or plan perspective shows an area of land from above. Identify features and landmarks on an aerial photograph or plan perspective; Data is information that can be collected and used to answer a geographical question. Collect simple data during fieldwork activities; Physical features are naturally-created features of the Earth. Use basic geographical vocabulary to identify and describe physical features, such as beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley and vegetation; Places can be compared by size, amenities, transport, location, weather and climate. Identify the similarities and differences between two places.

Physical Education

Indoor fitness
Dance – Walk on the Wild Side
Golden Miles