

In Year 1 we are learning.....

Spring (2)



English

Character description/speech bubbles
Determiners- e.g. the , my your
Joining clauses with and, or, but, so
Adding to simple sentences using adjectives.
Capital letters for names and for the personal pronoun I

Geography-United Kingdom (including weather/climate)

- UK locational elements: countries, capitals, seas major cities
- Explore the formation of the Union Jack
- Develop understanding of hills, rivers, lakes, towns and cities

Design Technology- Sew Animal Sock Puppets

Process of design Making products with fabric
Properties of a range of materials
Using suitable materials Fixing fabric together
Reusing/recycling materials
Features of a puppet Features of different animals

PE

Core skills
Dance
Dress Up Your Dance

Maths- Read and write numbers to 20 numerically and in words. Represent and use number facts within 20. Add and subtract one digit and two digit numbers to 20. Count to and across 50 forwards and backwards. Solve practical problems involving height and length. Measure and begin to record weight and volume.

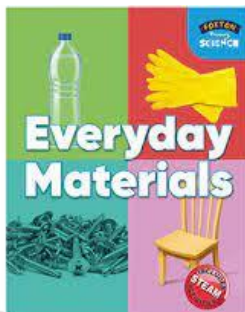
PSHE- healthy me

Keeping myself healthy, Road safety
Healthier lifestyle choices
Keeping clean
Being safe
Medicine safety/safety with household items
Linking health and happiness

Science- Materials and their properties

Identifying everyday materials. Distinguishing between the object and what it is made from.
Recognise natural and man made materials.

Investigate the properties of everyday materials exploring how they are used.



We are reading....

Paddington by Michael Bond
The Queens Knickers/ The Kings pants
Tower Bridge Cat

R.E- What does it mean to belong to a faith community ?

Explore ceremonies and belonging to different faiths.
Why do Christians baptise babies ?
How do Christians declare their faith ? (symbols and ceremonies)
How does this compare with other faiths ? e.g. Judaism and Sikhism

Music- Pattern and beat

Play tuned and untuned instruments musically.

Listen with concentration and understanding to a range of high quality live and recorded music.

Experiment with, create, select and combine sounds, using the inter-related dimensions of music