

<p style="text-align: center;"><u>Science</u></p> <p style="text-align: center;"><u>Animals including Humans</u></p> <ul style="list-style-type: none"> • Classify and sort animals into the 5 main groups: fish, mammal, bird, amphibian, reptile. • Know features of each animal group. • Identify foods that different animals eat. • Sort animals by what they eat: herbivore, carnivore and omnivore. • Identify animals and their young. 	 <p>Year 1 Curriculum Map Spring Term 2 Value: Hope & Courage</p>	<p style="text-align: center;"><u>Geography</u></p> <p style="text-align: center;"><u>The United Kingdom</u></p> <ul style="list-style-type: none"> • I can locate the United Kingdom on a map. • I can name the four countries of the United Kingdom. • I can locate the four countries of the United Kingdom on a map. • I can name the capital cities of the United Kingdom. • I can locate the capital cities of the United Kingdom on a map. • I can explain what a physical feature is. • I can explain what a human feature is. • I can describe the characteristics of the capital cities of the United Kingdom. • I can describe the characteristics of the four countries of the United Kingdom.
<p style="text-align: center;"><u>Design & Technology</u></p> <p style="text-align: center;"><u>Structures</u></p> <ul style="list-style-type: none"> • Plan designs using pictures and labels. • Select tools & materials to cut & join. • Explore joining, and folding. • Investigate how to create a hinge joint. • Evaluate designs and consider how to make them stronger. 		<p>Year 1 Curriculum Map Spring Term 2 Value: Hope & Courage</p>
<p style="text-align: center;"><u>P.E</u></p> <p style="text-align: center;"><u>Gymnastics Unit 2</u></p> <ul style="list-style-type: none"> • Watch a performance and describe what you enjoy about gymnastics: • Understand why balance is important in lots of different sports and games. • Safely demonstrate flowing movement when travelling in different ways. • Learn and develop the quality of a log roll. • Copy, create movement phases. • Jump and Land safely, and with control, when performing off the floor and apparatus. • Explore large point balances including the shoulder stand. • Create floor and apparatus sequences on your own and with a partner. • Perform and link movements with control using a range of body actions and body parts. • Remember and repeat sequences of gymnastic actions. 	<p style="text-align: center;"><u>R.E</u></p> <p style="text-align: center;"><u>Beginning to learn from Sikhs: symbols, stories and sharing</u></p> <ul style="list-style-type: none"> • Retell and suggest meanings to three Sikh religious and moral stories, • Recognise wisdom and symbols that connect to the stories • Observe and recount different ways of expressing identity and belonging, through the values of caring, sharing and devotion to God • Explore questions about belonging, meaning and values from Sikh story, for themselves • Respond to examples of co-operation from stories of the Gurus • Find out about questions of right and wrong and begin to express their own opinions 	

Computing	Music	Important Dates
<p><u>Maze Explorers</u></p> <ul style="list-style-type: none"> To understand the functionality of the direction keys. To understand how to create and debug a set of instructions (algorithm). To use the additional direction keys as part of an algorithm. To understand how to change and extend the algorithm list. To create a longer algorithm for an activity. To set challenges for peers. <p><u>Scratch Jnr</u></p> <ul style="list-style-type: none"> To open the ScratchJr app and start a new project To add new characters and backgrounds To use blocks for movement in different directions To create short sets of sequenced instructions. To use a repeat block for a section of instructions and specified number of times To edit the colours and other features of characters or sprites; To use different end blocks, including repeat forever To change the size of characters to grow or shrink To hide and show characters with an instruction block To program two or more characters with instructions at the same time 	<p><u>Year 1 Concert – Hats Off!</u></p> <ul style="list-style-type: none"> To learn and perform songs for an audience Move and express themselves to music in front of an audience <p>We will complete the unit In the Groove:</p> <ul style="list-style-type: none"> Explore blues, baroque, Latin, bhangra, folk and funk Find the pulse as we listen to different styles of music Copy and clap rhythms Sing together in time Play instruments accurately and in time as part of a performance Improvise and compose a simple melody using simple rhythms 	<ul style="list-style-type: none"> World Book Day – 06.03.25 Science Week – commencing 10.03.25 Parent Consultations – 05.03.25 & 11.03.25 Year 1 Concert – 18.03.25 & 19.03.25 Comic Relief – 21.03.25 Easter Competitions - commencing 07.04.25

Literacy Overview

Text: Dinosaurs and all the rubbish by Michael Foreman Theme: Nature and the Environment

During this two-week sequence of lessons the children will:

- Write letters
- Write setting descriptions
- Write instructions
- Retell the story
- Create pamphlets
- Create posters

Text: The Sea Saw by Tom Percival Theme: Nature and the Environment

The children will learn the story of a very adventurous little bear who gets lost at the beach and how he finds his way back to the little girl who loves him.

During this three-week sequence of lessons the children will:

- Their own version of the story
- Write in the role of a character
- Write letters and notes of advice
- Create missing posters
- Write diary entries
- Write letters of thanks

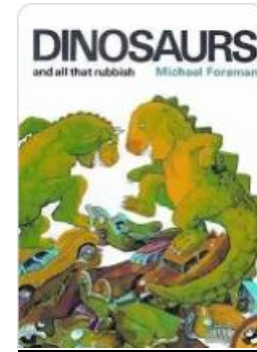
Text: Lost and Found by Oliver Jeffers Theme: Friendship and Kindness

During this three-week sequence of lessons the children will:

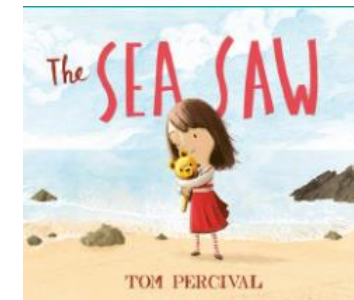
- Write character descriptions
- Retell the story
- Write advice for characters
- Create instructions
- Write a non-chronological report
- Write their own version of a narrative about 'losing/finding'

We are reading:

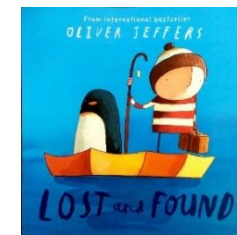
- Dinosaurs and all the rubbish by Michael Foreman



- The Sea Saw by Tom Percival



- Lost and Found by Oliver Jeffers



Numeracy Overview

Mental multiplication and division; Fractions, ratio and proportion

Count objects in 5s and 10s and begin to say 5 lots and 10 lots; find half, quarter and three quarters of shapes; begin to know that two halves and four quarters are a whole and that two quarters is a half

Mental addition and subtraction; Problem solving, reasoning and algebra

Revise pairs to 5, 6, 7, 10 and doubles to double 6; derive subtraction facts; understand a symbol being used for an unknown; use number facts to solve simple addition and subtraction word problems; find pairs of numbers with a total of 8

Number and place value; Mental addition and subtraction

Recognise odd and even numbers; locate 2-digit numbers on a 100-square; begin to recognise 2-digit numbers as some 10s and 1s; make 2-digit numbers using 10p and smaller coins; find 1 more or 1 less than any number to 100; find 10 more than any number to 90; find 10 less than any number to 100

Measurement

Order and name the days of the week and months of the year; recognise and name the seasons; relate units of time weeks, days, hours; divide the days up into parts; read and write times to the hour; begin to have a notion of how long an hour is and how long a minute is; tell the time (o'clock and half past) on analogue and digital clocks; measure using uniform units (cubes and rulers)