

P.E.

Basketball

REAL PE - Cognitive - Balance

R.E.

Who is Christian and what do they believe?

Children will begin to understand what Christians believe about God and about Jesus as the Son of God. They will look at stories about Jesus and stories that Jesus told.

Music

Learning to Listen

Move in time with a steady beat

Copy simple long and short rhythms.

Copy singing high and low patterns.

Computing

Programming - Moving a robot

Children will be introduced to early programming concepts, using the Bee Bots.

Science

Seasonal Changes

The seasons

Seasonal changes in deciduous and evergreen trees

Weather, including investigating the sun and measuring wind

Day length

Geography

Bright Lights, Big City

Investigating cities and capitals in the UK.

Look at landmarks of the UK.

Looking at key human features on maps of London.

Identifying similarities and differences between London and other cities.

Spring Term - 1S and 1P



Bright Lights, Big City

PSHE

In Jigsaw, our new topic is Dreams and Goals. Children will be exploring their own dreams and goals, how it feels to be successful and how we can accomplish these goals.

The children will also be looking at The Family Book and That's not how you do it from our We all belong curriculum.

Art

In Art, children will be explore the work of James Rizzi. They will create 3D mural based on Rizzi's work.

English

Our fiction focus is sentence structure. We will also be describing settings and making comparisons. We will be looking at non-chronological reports and weather reports.

Key texts

Sidney Spider - A tale of Friendship

Claude in the city

Little Charlie

Lila and the Secret of Rain

Mathematics

Place value - Count forwards and backwards to 50

Addition - Counting on/Partitioning

Subtraction - Counting back/Crossing ten/Fact families

Multiplication - 2s, 5s and 10s/Arrays and doubles

Money - recognising different coins and using different coins to make amounts

Shape - 2D and 3D shapes

Fractions - Finding a half

Measures - Length and height