

English

Contemporary fiction—Knuffle Bunny by Mo Willems and The day the Crayons Quit by Drew Daywalt
Reports—Flipflap Safari by Axel Scheffler
Instructions—10 things I can do...
Poetry, Take one Book
Spelling, punctuation and Grammar
Phonics, Individual and guided reading

Art and Design Technology

3D art
Art linked to Great Fire of London and Hot and Cold Places
Designing and Making a vehicle

Music

'Rhythm in the way we walk—song and rap
Singing activities, action songs, performing and sharing.
Regular singing activities and games.

History

Great Fire of London

Discussing the past and relating it to our own lives. Finding out about the Great Fire of London, what happened, how it started and the way it changed London and people's lives. Taking part in related art and craft activities.

Maths

Big Maths

Daily CLIC (Counting, Learn Its, It's Nothing New, Calculations) Sessions
Maths
Place value and numbers, addition and subtraction, measuring, doubles and halves, sequencing, money

Science

Humans and Animals

Finding out about our bodies, bones and organs. Learning about our senses and what they do. Finding out about animals, where they live and what they eat.

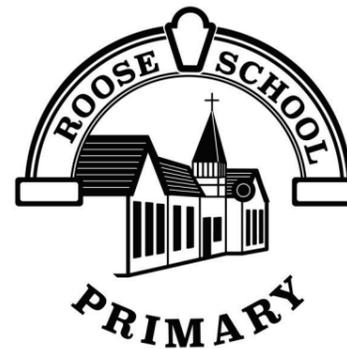
RE

Easter—finding out about Lent, the Easter story and reflections on this.

PSHE

Keeping ourselves safe

Year 1
Spring



Computing

Researching

As part of our Great Fire of London topic and Hot and Cold Places topic we will be researching using the school tab-tops and computers. We will find out information and share this with our friends.
We use our interactive whiteboard and school i-pads regularly in our lessons. We use the school computers to support our learning in all subjects.

Geography

Hot and Cold Places

We will compare and contrast the features of hot countries and cold places.
We will find out about the animals which live in hot and cold places.
We will discuss the weather and climate in hot and cold places and some of the countries.

Physical Education

Dance—creating dances and following music—moving our bodies.

Games—working as a team and playing games. Learning rules and following them.

Gymnastics—warm-ups, strengthening, moving, sequencing and developing gross motor skills.