



### **HISTORY**

**By the end of this topic, I will know...**

- 1) How to order events in my life
- 2) Events that have happened in the past and present
- 3) Why people's memories might be different
- 4) How classrooms were different in the past
- 5) How schools have changed over time.

### **DT – Mechanisms**

**By the end of this topic, I will know...**

1. That wheels move because they are attached to an axle.
2. That wheels and axles are used in everyday life, not just in cars.
3. How to identify and explain vehicle design flaws using the correct vocabulary.
4. How to design a vehicle that includes functioning wheels, axles and axle holders.
5. How to make a moving vehicle with working wheels and axles.
6. How to explain what must be changed if there are any operational issues.

### **RE**

**By the end of this topic, I will be able to...**

1. Identify what the Creation story tells Christians about God, Creation and the world.
2. Recognise that "Creation" is the beginning of a "big story" for the bible.
3. Retell the story of Creation from Genesis simply.
4. Identify and explain ways in which Christians thank God for the Creation.
5. Consider and ask questions about living in an amazing world.
6. Identify and explain ways in which Christians look after the world.

### **Phonics**

We are looking at alternative digraphs e.g:

**ie** as in tie, **ie** as in field  
**ey** as in they, **ey** as in key  
**y** as in yes, **y** as in my  
**ow** as in town, **ow** as in throw

### **LITERACY: Story club!**

To write a coherent, well punctuated version of a simple story.

- To clearly form lowercase and uppercase letters.
- To use capital letters for the start of sentences.
- To explore using new vocabulary such as question marks and exclamation marks.
- To apply learnt sounds and tricky words from Phonics.
- To make deliberate word choices e.g adjectives.
- To re-read sentences back and make edits/improvements.

### **COMPUTING**

**We will be learning to ...**

- To know what a spreadsheet program looks like.
- To locate 2Calculate in Purple Mash.
- To enter data into spreadsheet cells.
- To use 2Calculate image tools to add clipart to cells.
- To use 2Calculate control tools: lock, move cell, speak and count.



## **School days! Year 1 – Spring 2**

### **PE**

Indoor: Fitness (Thursdays)

Outdoor: Striking and Fielding (Wednesday)

Black shorts, joggers, a white t-shirt and a sweatshirt are required – please ensure that this is in school every day.

**No earrings**

In this unit pupils develop their understanding of the benefits of exercise and a healthy lifestyle on their physical body, their mood and overall health. The unit links to the following strands of the NC: master basic movements including running, jumping and throwing. Develop balance, agility and coordination, and begin to apply in different contexts.

### **SCIENCE**

**By the end of this unit of work, I will know...**

1. What different types of animals are called and what they are like.
2. How to group animals by the five types of vertebrate.
3. What mammals have in common.
4. How reptiles and amphibians are different.
5. Characteristics and names of common birds.

### **PSHE**

PSHE: Jigsaw: Unit: Healthy Me

**By the end of this topic, I will be able to...**

- Recognise the difference between being healthy and less healthy and know some ways to keep myself healthy.
- Identify how to keep myself clean and healthy, and understand how germs cause disease/illness
- Understand that medicines can help me if I feel poorly and I know how to use them safely.
- Explain how to keep safe when crossing the road, and know about people who can help me to stay safe.
- Tell you why I think my body is amazing and can identify some ways to keep it safe and healthy
- Understand that all household products including medicines can be harmful if not used properly

### **MATHS- Place value within 50**

**We will be learning to...**

1. Count forwards and backwards within 50.
2. Represent numbers to 50 with concrete objects.
3. Find 'one more' and 'one less' than numbers within 50.
4. Compare and order numbers within 50.
5. Count in 10s.