



Science- Scientists and Inventors

- They will learn that an inventor makes or discovers a new way of doing something.
- They will find out about how scientists study the world around us, the people and animals in it as well as studying space.



Phonics

- Learn new pronunciation of ue, ew, au, aw, oe, ow, y (as in happy) and wh.
- Reading and spelling words with consonant blends and new graphemes.
- Reading and spelling polysyllabic words.
- Spelling of common exception words phase 3, 4 and 5

History- The Plague and the Great Fire of London.

- Investigating and comparing life and events in different periods.
- Using different sources to develop an understanding of what/how and why it happened.

English



- Write clear sentences independently that they can read themselves.
- Write persuasive letters.
- Write recounts of fantasy stories.

Year 1- Spring 1



Maths

Place value to 50, addition and Subtraction within 20



- Writing, ordering and reading and spelling numbers to 50.
- Number bonds within twenty.
- Solving problems mentally using addition and subtraction number facts to 20.

Art- Colour splash- Using mixed media and painting.

- Play with combinations of materials to create simple collage effects.
- Experiment with paint, using a wide variety of tools to apply paint.

PE



- Derby County Fundamental skills
- Gymnastics - wide narrow curled

Music - Tempo- The Snail and the Mouse

- To use percussion and my body expressively in response to music
- To sing a song in sections
- To use instruments to create different sounds

RE- What is God's job?

- To identify beliefs about the special relationships people may have with God from a Jewish, Christian, Hindu and Zoroastrian story.

PSHE - Exploring Emotions

- Identifying ways to manage big feelings.
- Recognising when they need help and understand how to ask for help.
- Talking about how to recognise what others might be feeling.

Computing 1.5- Maze explorers

- Use diagonal direction keys to move the characters in the right direction.
- How to create a simple algorithm.
- How to debug their algorithm.

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