

### Maths

- . Measures- language of length, height, mass and speed
- . Days of the week/Months of the year
- . Numbers to 20- Think 10 + and –
- . Numbers to 20- Equality and balance, Part of a whole unknown
- . Numbers to 20- Language and problem solving, Comparisons including statistics
- . Measures- coins and combinations to 20p
- . Count in 2s, 5s, 10s
- . Measures- non-standard measures



## Holly Class Year 1

Spring Term 2022  
Mrs Suki Barhey

### English

**Reports and Instructions**—We will be looking at the structure and layout of reports and instructions.

**Fiction** - We will be reading stories that are set in real-life contexts and will plan, draft and edit our own sentences when writing our own versions.

**Poetry**—We will look at rhyming words and use these to write a poem of our own set out in rhyming couplets.

### Science

#### **Cross-Curricular Science STEM Explorers**

Science experiments based on ‘The Great Desert Island’

#### **Animals Including Humans**

- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
- Identify, name, draw and label the
- basic parts of the human body

### Religious Education

#### **Christianity & Judaism**

**Belonging** to a family and community

**Naming ceremonies** – include a visit to a place of worship

**Using artefacts to explore prayer and worship**

**The Easter Story**

### Music

#### **CHARANGA MUSIC**

In the Groove

Round and Round

### Design Technology

DT (History Links) – Moving pictures – simple lever and wheel mechanism to produce movement

### History

#### **Intrepid Explorers**

- To find out when Christopher Columbus lived and what he was trying to achieve.
- To find out who Neil Armstrong is and why he is remembered today.

### Geography

#### **The United Kingdom**

- differences between town and country
- locate UK using a map
- understand aerial views
- explain what London is like using key words
- compare two capital cities

### Computing

#### **Discovering Programming**

- Describe and use instructions to program a character.
- Program a character to grow and shrink.
- Use instructions to make characters move at different speeds and distance.
- Use a repeat instruction to make a sequence of instructions run more than once
- Create programs that play a recorded sound.
- Create programs with a sequence of linked instructions

### Art and Design - Myself and my Place

Self-portrait paintings (Form - Poster paint)

#### **Artists to study:**

Julien Opie, Picasso, Heather Galler, Peter Blake

### PE

Games, Dance

### PSHE

- Relationships (Friendship)
- Being responsible (Water spillage)