

English-Classic tale-The Tale of Peter Rabbit.

Narrative-investigating characters and plot in a story.
Planning and writing an innovated version of the story.
Investigating exclamation marks. Using the joining words 'and' and 'because.'

Non-fiction-Instructions

Analysing the features of instructions. Writing a simple set of instructions using imperative verbs.

Phonics and reading

- Daily phonics lesson
- X3 reading practise sessions per week for those children on Little Wandle reading books
- X1 opportunity to select a Reading for Pleasure book per week
- X1 visit to the school library per week

Maths

Place value within 50-partitioning numbers into tens and ones, numbers on a number line to 50, finding one more and one less to 50.

Length and height-comparing objects, measuring using objects, measuring in cm.

Mass and volume-measuring and comparing mass and volume, measuring and comparing capacity.

Science

Seasonal change and weather recording.

Materials-testing properties of materials, understanding transparent and opaque, describing physical properties of materials.

RE-What do you think is the most important part of the Easter story?

Making the connection between Easter and new life.

Listening to the Easter story. Using the life cycle of a butterfly to represent the Easter story.



Year 1 Spring 2

Charity – Comic Relief

Christian Value – Forgiveness

Special event – World Book Day 5th March

Enrichment – British Science Week

Online safety strands
•Online Bullying
•Self image and identity

Community links – Lancashire Sing

British values – Individual Liberty

History-Significant Individuals

How do we find out about the past? Who was Florence Nightingale and why was she significant? Who was Mary Seacole and why was she significant? What did Florence Nightingale and Mary Seacole do to become significant? Why did they act the way they did?

Design Technology-Mechanisms

Making a matching slider game. Exploring sliders and movement. Making and improving slider mechanisms. Making a mock up of a matching slider game. Use a range of tools with increasing accuracy. Add designs and test a product.

Computing-Data and Information-Grouping data

This unit introduces children to data and information. They will begin by using labels to put objects into groups. They will sort objects into different groups according to their properties. Pupils will use their ability to sort objects into different groups to answer questions about data.

Music-Sound Patterns-Superheroes

Identify high and low-pitched sounds. Explore pitch by creating two pitch patterns. Demonstrate tempo changes. Create a superhero theme tune with a variety of tempo and pitch. Perform a piece of superhero music showing a change of pitch and tempo.

PE-Fundamental Movement skills-Overarm throw

Develop an overarm throw with some accuracy. Develop a tactic in a game.

Gymnastics-develop travelling, rolling and jumping in a sequence.

PSHE –Keeping Safe

Knowing the difference between good or bad touches. Using the internet and sharing pictures. Medicine safety.

Relationships and dealing with loss.

Friendship

Faith

Respect

Determination

Love

Service

Thankfulness

Honesty

Forgiveness