

As Geographers we will investigate people and their communities. Children will learn more about where we live in the UK, and make comparisons between rainforest, desert landscapes and climates.

As Historians we will learn what it is to be an explorer. The children will examine what makes a great explorer, and compare the similarities and differences between two great explorers – Sir Robert Falcon Scott and Ibn Battuta.

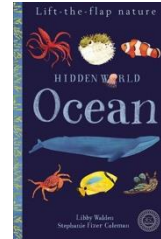
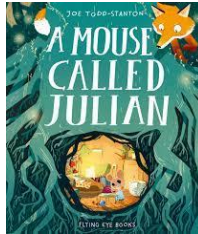
As Artists we will explore ways to make a print. The children will use line, shape, colour and texture to explore pattern sequencing and symmetry.

In Computing we will start to explore programming and children will get hands on experience programming their own robots.

In PSHE we will learning about belonging to a community, media literacy and digital resilience; where will learn about communicating safely online, as well and money and work; where we will explore the jobs people do in our community.

As Scientists we will learn about scientific skills through hands-on, investigative sessions where we will be studying everyday materials. Over the course of the topic the children will tell the difference between an object and the material from which it is made. They will identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock. During this topic the children will also describe the physical properties of materials and will compare and group together a variety of everyday materials on the basis of their simple physical properties.

Year 1 Spring Term 2024



In our Literacy we will explore the text A mouse called Julian. The children will write their own version of the story in a different setting. Some children may choose a different ending to the story. We will focus on how to use verbs and conjunctions (and) within our writing. Our second unit will be linked to non-fiction book Hidden World Ocean. The children will contribute sentences and pages to a class lift-the-flap book about animals or plants of a particular environment/habitat.

In phonics, we will be reviewing and learning phase 5 sounds. We are using the Little Wandle phonic scheme to guide our teaching of phonics. There are some great resources and useful videos in the parent section of their website. Please take a look for further information.

<https://www.littlewandlelettersandsounds.org.uk/resources/for-parents/>

Every week we will learn new sounds in our phonics sessions. A sheet, including the new sounds we will be learning and spellings for the week, will be posted onto Google Classroom so you are aware of the phonic sounds your child will be learning.

As Mathematicians we will continue to develop the children's knowledge of 2D and 3D shapes. They will learn to recognize, compose, decompose and manipulate shapes. We will then explore Numbers 0-10. During this unit the children will focus on part whole relationships, even and odd numbers and will learn about partitioning. The following learning sequence will have a focus on additive structures. Over the course of this learning the children will create addition and subtraction stories and write equations, find the missing part of an equation and will examine inverse operations. Finally, the class will look at addition and subtraction facts within 10. This unit will have a focus on halving numbers, number bonds and finding the difference between numbers.

As Musicians we will be learning to listen and appraise different songs, sing, play instruments, improvise, compose and perform.

In RE we will be learning about the beliefs of Islam through the question 'Who is Muslim and how do they live?'. Then, as we approach Easter, we will return to Christianity and develop the Christian idea of salvation.

In PE we will be learning how to develop our dance skills through the context of growing. We will also be developing our ball skills, where we will learn how to accurately roll a ball towards a target, we will combine sending and stopping skills and applying their prior knowledge of where we send a ball and why to score points to beat an opponent.

As Design Technologists we will learning about mechanisms and in particular, wheels and axels where we will select from and use a range of tools and equipment to make a vehicle for a story character.