Year group: Year One Term: Spring Term 1 st Half Focus Subject: Science		BIG Question: What Makes an Everyday Superhero?		
Key Vocabulary: Material, stretch, twist, proper hard, soft, rough, smooth, shiny, heavy, transpare heavy, light, absorbent, compare and contrast	•	Practise at Home: Daily reading and keyword practise		Cultural Capital/Trips/Loco Learning: Visit from Emergency Services to e
 Relationships and Health Education we will: We are part of God's family Saying sorry is important and can mend friendships Jesus cared for others and had expectations of them and how they should act We should love other people in the same way God loves us 		As Musicians, we will: Ask 'How Does Music Make the World a Better Place?' as an entry point for the broad Social Theme of 'Music Is a Changemaker'. Aside from social justice and political issues, this is relevant to learning topics such as psychology, feelings, emotions and other topics.		English: Take part to use and • wi ot
Art: As artists, we will: Be introduced to what sculpture can be, and invited to explore the work of other sculptors whilst taking a playful and inventive approach to making their own sculptures. C children will be encouraged to start voicing their response to sculptural artworks, including their own, and to give them time and space to explore properties of materials, and what happens when you		 Science: As scientists, we will: Explore different properties of materials to What is a material? What are objects made from? How can I describe an object Which materials float and sink? Which materials are absorbent? Which materials is best for different 		• w • w ba • cc pl ab • w vc • er • m w vc
		PE: As athletes, we will: Define and Develop our Gymnastic ability to make shapes, balance and use a variety of equipment Learn how to use large and small scale body movements with our bodies for dance. Put a sequence of movements together to make a dance.	Maths: As mathematicians, we will: <u>Focus on Number –</u> <u>Addition within 20 -</u> We will add by counting on, adding ones, finding number bonds, add by making 10, solving word problems using addition. <u>Subtraction within 20</u> – Subtracting ones,	
		hy : As geographers, we will: e geographical location of the UK, and es within the UK. We will learn about al features and human features such as es. We will learn about different modes et used by people in London. We hich of these modes of transport are the nd the negatives and benefits We will nous landmarks in London.	subtracting tens and ones, su the 10s, solving word and pict subtraction. <u>Number and Place Value –</u> <u>Numbers to 50</u> Counting to 50, tens and ones numbers to 50, comparing nu comparing numbers, counting 5's.	ture problems – Compu- Learners Learners other lea identify w that know imbers of objects, The unit



cal Area and Opportunities for Outdoor

o explore materials in protective uniforms

h: As readers and writers, we will:

rt in daily RWI lessons working at the appropriate level

- nd apply our sound knowledge to reading and writing.
- writing narratives about personal experiences and those of others (real and fictional)
- writing poetry
- writing for different purposes information
- books/instructions
- consider what they are going to write before beginning by: planning or saying out loud what they are going to write about
- writing down ideas and/or key words, including new vocabulary
- encapsulating what they want to say, sentence by sentence make simple additions, revisions and corrections to their own writing by:
- re-reading to check that their writing makes sense and that verbs to indicate time are used correctly and consistently, including verbs in the continuous form
- read aloud what they have written with appropriate intonation to make the meaning clear

As linguists, we will learn:

traditional French songs

puting: As programmers, we will:

ers will be introduced to early programming concepts. ers will explore using individual commands, both with earners and as part of a computer program. They will y what each command for the floor robot does, and use nowledge to start predicting the outcome of programs. hit is paced to ensure time is spent on all aspects of mming, and builds knowledge in a structured manner. ers are also introduced to the early stages of program through the introduction of algorithms.