

Termly Curriculum Information

2019-2020 Term 2: 6th January- 29th March

Year 1

Topic: Our Wonderful World

Science: Materials

English				
Key Learning Skills and Knowledge	Key Activities			
 Speaking and Listening Begin to speak in an audible, clear voice Take turns to speak and listen and respond appropriately Engage in role play and develop simple characters, situations and well-known stories through Talk/Drama for Writing Follow a simple/series of instructions given by another person When asked a question, give an appropriate response Demonstrate being a good listener by looking at 	 Develop a set of actions for a text Orally perform a range of texts through Talk/Drama for Writing Use a clear, audible voice to share holiday news with the class Engage in role play activities related to books and texts Learn a range of classic and modern poetry by heart and perform to an audience Show and share activities each week on a 			
 the person speaking Ask questions relevant to a subject Reading Read age appropriate texts with increasing fluency and expression Recite and know by heart a range of age appropriate texts using talk for writing techniques Identify settings, characters and events in texts Use own experience to support understanding of the text Ask and answer simple questions about texts being read to them Begin to make simple predictions about a text Begin to infer using pictures (and text) 	 Participate in focused, teacher led guided reading sessions where reading strategies are supported and developed Identifying settings, characters and main events during shared reading sessions Comprension development through shared and guided reading sessions Provision of reading material which supports personal interests Provision of reading material which support Topic themes Provision of reading material for independent and peer reading 			
 Writing Say out loud what they are going to write about Compose and rehearse sentences through a variety of activities including Talk/Drama for Writing Identify similarities and differences between an increasing range of texts 	 Weekly writing sessions which focus on sentence structure and language development Opportunities to write creatively and freely in response to texts read in class Opportunities to innovate and classic texts Learn about the features and language structure of instructional texts as well as 			



•Show an awareness of full stops and capital		
letters and begin to experiment with other		
punctuation		
and the second s		

- Use a connective to join two simple sentences and begin to experiment with others
- Use finger spaces and understand their importance

narrative texts

 Develop writing compositional skills through Talk For Writing sessions.

Handwriting

- Hold a pencil comfortably and correctly
- Form and orientate most lower case letters accurately and begin to orientate ascenders and descenders
- Regular opportunities to develop eye-hand coordination and muscle memory, as well as correct posture and body control.
- Daily handwriting opportunities to develop formation of lower and upper-case letters
- Daily handwriting opportunities to develop formation of numerals
- Reinforcement of correct pencil grip and placement of paper
- Reinforcement of correct letter size & shape

Mathematics

Number

- •Read and write numbers from 1 to 20 in numerals and words
- •Read and write numbers to 100 in numerals
- •Given a number, identify one more and one less up to 100.

Measurement

- •Estimate, measure and begin to record time (hours, minutes, seconds).
- Recognise and know the value of different denominations of coins and notes.
- Recognise and use language relating to dates, including days of the week, weeks, months and years.
- •Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

Shape- Geometry, position and direction

•Describe position, direction and movement, including whole, half, quarter and three-quarter turns.

Handling data

•Sort objects and classify them using 1 criterion.

- Daily tasks to embed writing numbers in numerals and words
- Place value review, consolidating place value learning from last term
- Regularly using addition and subtraction problems found in the daily environment to help develop problem solving skills
- Use board games to develop number recognition, counting forwards and backwards, and counting on
- Use various tools such as number lines, grids, numicons, counters and coins to solve number problems
- Make own clocks to use to learn to tell time
- Use money to purchase snacks
- Sing songs to memorise the days of the week and months of the year
- Create and follow maps and go on a treasure hunt to develop sense of direction
- Programme BeeBots to follow a set of positional instructions
- Play group games to consolidate directions and positions
- Sort shapes and materials to classify and build with
- Create graphs to show information



Science **Investigative Skills** Conduct investigations in the Science area •Describe what they see in the world around them Observe and chart changes in weather Describe what happens to them Complete STEAM activities related to Topic Listen to instructions units Follow suggestions to find things out Investigate different materials and describe •Can make suggestions about "What will happen their properties using appropriate scientific vocabulary Use equipment provided for them Design a structure which is water proof Make verbal relevant observations Find similarities and differences between **Chemical Processes** materials •Distinguish between an object and the material Go on a materials hunt around school from which it is made. Bring materials with particular properties into •Identify and name a variety of everyday school from home and describing them to the materials, including wood, plastic, glass, metal, class (e.g. a transparent object) water, and rock. Build the 3 little pigs houses out of straw, Describe the simple physical properties of a sticks and bricks and analyse which material is variety of everyday materials. the most durable •Compare and group together a variety of Plan and write up a simple investigation everyday materials on the basis of their simple physical properties. Computing **Digital Literacy** Use the computers in the classroom to access • Use the web safely to find ideas for an a wide range of educational resources across illustration, selecting and using appropriate the curriculum painting tools to create and change Log onto the computers independently by images on the computer entering a username and password • Identify how this use of computers differs from Create a sequence and then programme a Bee using paint and paper whilst creating an Bot to follow their chosen route illustration for a particular purpose Have access to a range of technology to Know how to save, retrieve and change their enhance learning work Create a digital story using sounds and Computing illustrations • Understand that a programmable toy can be controlled by inputting a sequence of instructions, developing and recording sequences of instructions as an algorithm Program the toy to follow their algorithm debugging their programs • Predict how their programs will work History • Use common words and phrases related to the Comparing old and new landmarks from passing of time around the world. What are their features and • Know episodes from stories about the past and what materials were used to build them? use stories to encourage children to distinguish between fact and fiction



Use sources of information to find out about the	
past	
Geography	
 Recognise and observe human and physical features Express their own views about features of the environment Communicate in different ways using simple geographical information and vocabulary Have an awareness of similarities and differences Ask and respond to questions about places and the environment 	 Learning about landmarks around the world and where they are located Compare similarities and differences in landmarks depending on their location. Link with the weather Locate continents on a map Create a class map of landmarks and their countries/continents
Art/Design Technology	
 •select the appropriate tools, techniques and materials. •Think of ideas and plan what to do next, based on what I know about materials and components. •Use models, pictures and words to describe my designs. •Explain the choices I make for what techniques and materials I use. •Use art skills to add design or detail to a product. •Join textiles using glue, staples, tying or a simple stitch. •Use scissors precisely when cutting out. •Use accurate measurements in cm. •Recognise what has gone well •Suggest things that could be done in the future to improve 	 Design and make landmarks out of junk modelling equipment Design and model homes from around the world Select appropriate materials to use evaluating and peer assessing each other's designs by giving 2 stars and a wish
PSHE	
 Sometimes I feel I am beginning to use the language of feelings. I can name and talk about the feelings we share. I am able to say what makes me feel good about myself. I can describe what makes me feel, good, safe and healthy. I know who I would turn to if I had a worry. I can name my safe/important people. I know what I like about them and like doing with them. I am able to say what makes me feel not so good, afraid, worried or lonely. I can use my looking and listening skills to tell how others are feeling. I am beginning to realise that what I do can affect others. 	 Feeling faces- Focus on recognising and naming feelings. The big happy picture- Happy times, such as birthdays, are emphasised. Art is used as a means of communicating feelings. Things that go bump in the night- Fear is dealt with through story and discussion. The focus is on describing and coming to terms with this emotion. I'm lonely- Developing from looking at fear, the theme continues with the topic of isolation and loneliness. Little Miss Angry- Finding constructive ways to express anger and resolve conflict are the focus. Caring and sharing- The final activity deals with



	strong emotions. The importance of caring and taking turns is promoted.
Music	
Listening Children will listen to music and explore different ways to interact with the music: singing, playing instruments and movement. They will also develop their singing voice.	 Tap and march to the beat while listening to the music. Repeat simple melodies and rhythms after the teacher. Explore different ways to play the percussion instruments. Sing different songs.
Movement and Dances Children will explore 'call and response' through creative music and dances. They will recognise beat, rhythm and distinctive motifs.	 Clap the beat and rhythm of the words. Recognise key musical concepts related to rhythm. Identify and perform 'call and response'. Sing and play small percussion instruments to accompany the songs. Express different emotions through movement and music.
PE	
Unit 1: Fundamental Skills Programme (Orange) The central focus of the Fundamental Skills Programme is to help all children become physically literate by developing their fundamental movement skills. These are building blocks that underpin the ability to play, and be involved in, many different sports and activities. It is therefore essential that every child masters these skills. In addition, the ability to move confidently and effectively can assist children to undertake everyday challenges, play, learn more effectively and participate successfully in Physical Education and Sport.	Movement skills covered in unit 1: Crawling Crawling Soldiers Walking Foxes Running Jumping and Landing (Frog Hopping) Hopping Jumping (Distance) Leaping Galloping Skipping Side-step Cross Over Fast Feet
Unit 2: Fundamental Skills Programme (Green) Unit 2 is a continuation of unit 1 with an emphasis on body management skills, focusing on gymnastic and dance, and simple games activity movements in preparation for unit 3.	Movement skills covered in unit 2:



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- Trap the Mouse
- Dish shape
- Arch Shape
- Front Support
- Back Support
- Ready Position
- Pivot
- Rapid Reactions

Unit 3: Fundamental Skills Programme (Purple)

Unit 3 focuses on ball skills which the children will begin to apply into games based activities. These skills will further assist their skill and sport development in Year 2.

Movement skills covered in unit 3:

- Underarm Roll
- Underarm Throw
- Catching an Object
- Kicking a Ball
- Two-handed Throw
- Bouncing a Ball
- Overarm Throw
- Dribbling with Feet
- Dribbling with Hands
- Trapping with Feet
- Striking an Object
- Move into Space to Receive an Object
- Move into Space to Strike an Object

Swimming

The children have a two week assessment process to establish a base line of ability, then are placed in ability groups. The children will focus on water confidence, bubble breath on their front, FUNdamental skills of basic body position on their front and back developing a basic arm and leg action depending on their ability. Water skills / play will also be included in the lessons depending on their group. The PE department are working towards establishing a BSB Certificate Scheme that each child will work towards for their level of aquatic ability.

The list of Key activities is a flavour of what the children will cover depending on their ability during the year.

Aquatic Skills covered include:

- Water confidence / Swim England Duckling and Teaching Plan level 1 and 2 Awards
- Move forwards, backwards or sideways for 5m
- Move from Flat floating position on front or back to standing with or without support
- Push and glide on front and back from a wall (arms by side or above head)
- Jump in from poolside safely in the shallow end with or without assistance. (some may submerge under water)
- Blow bubbles with face in water rhythmically three times.
- Travel using recognized leg action for 5m with feet off the bottom of pool on front and back
- Perform a log roll from front to back and back to front to standing
- Sink, push away from the wall and maintain streamline position
- Push and glide on front with arms



extended and roll onto back.
 Travel 5m on front, perform a tuck to
rotate onto back and return on the back.
 Fully submerge to pick up an object.
 Push and glide and travel 10m on the back and front.
 Perform a tuck float and hold for three seconds.
 Give examples of pool rules and water safety
 Exit the water safely with or without
assistance