

### English:

- Reading regularly, listening and discussing texts- fiction and non-fiction.
- Develop fluency with reading and increase vocabulary
- Comprehension – reading and answering questions.
- Question and Answering developing inference.
- Sequence simple sentences to form short narratives.
- Learning about prefix un-, suffix -est, -er.
- Writing sentences using the question mark.
- Continue practising letter formation and presentation.
- Practise sight words for reading and spelling.
- Appreciation and creating a piece of poetry.

### PSHE:

- Keeping safe with household products.
- Rules for keeping safe.
- Privacy – the right to keep things private.

### Mathematical Understanding:

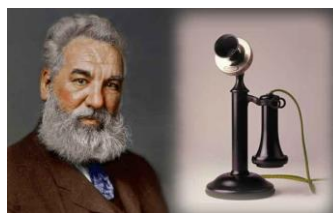
- Place value within 50.
- Multiples of 2s, 5s and 10s.
- Measurement: length and height, weight and volume.
- To make comparisons with lengths and heights and mass and capacity.

## Our Curriculum Learning Information Year 1 – Spring 2 2020

### Art and Design:

- Paint blowing.
- Colour wheel and graduated watercolour shades.
- Paint brush skills and techniques.
- Brusho – dry particles dispersing onto a wet surface.

### Way back when...



### Science:

- Observing and recording the weather.
- Seasonal changes.
- Materials testing and sorting.
- Science in work.
- Animal classification – Omnivores, carnivores and herbivores.

### Religious Education:

- A special book for Christians.
- What makes a church special?
- What can we find out about a church?
- The Easter story.

### Physical Development, Health and Well-being:

- Hit, catch and run techniques and skills.
- Working independently, pairs and groups.
- Gymnastics using large apparatus.

### Design and Technology:

- Spinners, levers, springs and joining.
- Design, make and evaluate a telephone.
- Sewing a button onto fabric.

### History and Geography:

- Changes within living memory.
- Communication before the telephone.
- To know who developed the telephone beyond living memory.
- History of SEIS.
- The Queen – people and places beyond our locality.
- Mapping and fieldwork.

### Computing:

- Animated story books.
- Create, save and retrieve work.
- Using additional features such as sound.
- Select, copy and paste.

### Music:

- Music appreciation.
- Singing to an audience.
- Exploring long and short.