

Year 1 Spring Term Curriculum Newsletter

Please see below the learning that will take place this term. We will continue to send weekly Marvellous Me messages to keep you up to date as we move through the term, including websites that may be of interest connected to our learning.

Subject	Learning Focus
English	 Dogger by Shirley Hughes (Describe a setting, write speech for characters, write a retell) Nothing by Mick Inkpen (Write instructions and write speech for characters Poetry (Spring and Easter themed and shape poems) The Smeds and the Smoos (Write an advertisement)
Maths	 Place Value (within 20), Addition and Subtraction (within 20), Place value (within 50) Length, height, mass and volume
Science	 Biology (Humans and animals survival) Physics (Electricity and the sun) Chemistry (Materials and their properties)
Computing	 Programming (Robot Maze on Scratch Junior) Programming (Algorithms on Daisy the Dinosaur)
RE	Belonging to a Muslim FamilyWhat do Christians remember at Christmas?
History	 Elizabeth II, Neil Armstrong, The Battle of Hastings, The Plague, The Printing Press, The Gunpowder Plot
Geography	Wales, Northern Ireland, London, Edniburgh, Belfast, Cardiff
DT	Slider Mechanisms (Think, Make, Break, Repeat)
Art	 Weather (JMW Turner), Portaits (Thomas Gainsborough), Love for Landscapes (John Constaple)
Music	 Percussion Instruments (The Nutcracker); Using voices to craete the sounds of the wind (Spooky Spinney); Listening for different instrumental families (Night of the bare mountain)
PE	 Net and Wall (Racket Fun, On the Spot, Throwing Tennis,) Invasion (Triangle Passing, Two on One, Dribble and Score)
PSHE	 What helps us stay healthy? What can we do with money?

PE Day: Wednesday

To support our physical development we will be spending 10 minutes each afternoon to complete the daily mile. The children will complete this even if the weather is wet, unless of course it is heavy rain.

If you have any questions please do not hesitate to ask, we are always happy to help.

Best Wishes Year 1 Team