

## ENGLISH

This half term, we will be reading 'The Gruffalo' by Julia Donaldson and 'The Egg Box Dragon' by Richard Adams.

**Sentence writing:** We will be writing sentences and sequencing them to form short narratives. We will also be editing our writing by re-reading and improving our writing.

**Vocabulary, Grammar and Punctuation:** Continue to form sentences using a range of punctuation. Understand how the prefix un- changes the meaning of verbs and adjectives.

**Reading:** Reading and spelling tricky words. Applying phonics knowledge to reading words containing graphemes with more than one pronunciation.

## MATHS

### Measure – Length, Height, Weight and Volume

- Count in 2s, 5s and 10s.
- Measure and compare length and height using non-standard units (e.g. paper clips, hands, cubes)
- Measure and compare mass.
- Measure and compare capacity.
- Recognise and use technical vocabulary linked to measuring capacity (e.g. full, half full, empty)
- Develop reasoning skills to explain an answer.

## PHONICS

Using the scheme 'Little Wandle', we will be: recapping all previously learnt digraphs and trigraphs from **phase 2, phase 3 and phase 5**.

We will be learning the new **phase 5** sounds:

or (word), u (awful), oul (would), are (share), au (author), aur (dinosaur), oor (floor, al (walk)

tch (match), ture (adventure), al (half), a (father)

a (water), a (want), ear (bear), ere (there)

ear (learn), wr (wrist), st (whistle), sc (science)

## SCIENCE

### Humans (Senses)

- Label common body parts of the human body
- Recall the 5 senses – sight, hearing, smell, touch and taste.
- Identify that senses are different for everyone
- Carry out simple experiments exploring the 5 senses.



## Year 1 Curriculum Map:

## Spring 2

## MUSIC

### Sound patterns

- To explore and change dynamics using the voice.
- To experiment with different sounds using a single instrument
- To play sound patterns in time with the pulse using a visual stimulus.

## COMPUTING

### Hands on coding

- Children to work out what a simple algorithm is and to work out what is wrong when the steps are out of order.
- When looking at a program, children can read a code and make an attempt to envision the bigger picture of the overall effect of the program.
- Children to make logical attempts to fix a code when the steps are out of order.

## HISTORY

### Castles

- Understand how castles changed and developed over time.
- Identify key features of a castle.
- Understand what life was like in a medieval castle.
- Local castle study of Windsor Castle
- Castle building workshop at Legoland (Summer 1)

## RE

### Islam: What is important for Muslim families?

- Understand important features of Islam
- Comparing everyday practices of Islam and Christianity
- Identifying who Prophet Muhammad is and why he is important
- Recognising the festival of Eid and why it is celebrated

## PE

### Outdoor Adventurous Games

- Use thinking skills to follow multi-step instructions
- Solve challenging problems as an individual and as part of a team
- Take part in challenges to build confidence
- Copy and create body movements
- Use decision making skills during an activity

## PSHE

### Healthy Me

- Being healthy
- Healthy choices
- Clean and healthy
- Medicine safety
- Road Safety

## DT

### Bridges

- Explore what bridges are and why are they used?
- Design their own bridge and apply their knowledge to the real world.
- Children to be introduced to different features of a bridge and why they are important for stability.
- Evaluate their bridge

## Key Vocabulary

### Maths

measure

compare

mass

full

half full

empty

capacity

### English

word

sentence

suffix

plural

nouns

adjectives

verbs

### Science

human

sight

smell

taste

touch

hearing

senses

### Geography

castle

tower

moat

drawbridge

portcullis

Windsor

local