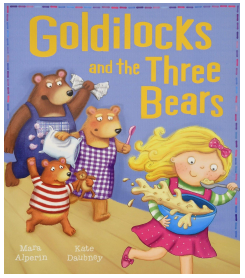
Year 1 Spring 1: Incredible Inventors

Curriculum connections

Grange Park Primary School

English

Retell a familiar story through the use of drama, role play, thought tapping and story mapping.
Rewrite a familiar story with a focus on conjunctions, adjectives, capital letters and fullstops.
Write a letter from Goldilocks apologising for breaking the chair with a focus on a letter format.
Create a fact file about Thomas Edison or Alexander Graham Bell using technical language.
Use RWI sounds to segment and blend new and unknown words.
Increase legibility, consistency and quality of handwriting.
Learn age appropriate spelling rules: split digraphs, double consonants, compound and multi-syllabic words and adding -ing and -ed.



Maths

Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
Read and write number names, in words, to 20
Begin to recognise place value in numbers beyond 20 by reading, writing, counting and comparing numbers up to 100, supported by objects and pictorial representations.
Read, write and interpret mathematical statements involving addition (+) and equals (=) signs.
Add one-digit and two-digit numbers to 20, including zero.
Solve one-step problems that involve addition using concrete objects and pictorial representations, and missing numbers problems such as 7 = 0 + 3.
Tell the time to the hour and draw the hands on a clock face to show these times.

History

Understand why people become inventors.
Know how inventions have affected our lives.
Know how inventions have been improved and developed over time.
Research significant inventors Thomas Edison and Alexander Graham Bell.
Compare the inventions of the telephone and the television.
Explore and research how the Tube has helped Londoners.

D&T

Plan, make and evaluate a chair to take the weight of a toy bear.
Understand what a free standing structure is.
Explore freestanding structures in our local environment.
Explore making free standing structures.
Incorporate different structures into a design.
Use practical skills to create a structure.
Evaluating the final product.

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Science

Animals:
Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
Identify and name a variety of common animals found around school.
Compare animals seen in different parts of the world and during different weather.
Recognise simple patterns in data and use it to answer questions.

Seasonal Change:
Observe and describe weather associated with the seasons and how day length varies.

RE

Christianity
To explore answers to: How do Christians remember Jesus at Christmas?
Identify some ways in which people celebrate.
Know what Christians say happened when Jesus was born.
Identify and talk about things in a church that some Christians use at Christmas.
Talk about things some Christians do to remember Jesus at Christmas.
Know why Christians say that Jesus is like a light for Christians.

Computing

Kapow ICT: Programing Beebots
Learn how to explore and tinker with hardware to find out how it works.
Construct a series of instructions into a simple algorithm.
Apply computing concepts to real world situations in an unplugged activity.
E-Safety

PE

Games
Sending, kicking, striking

Throwing and catching
Develop throwing and catching skills: netball

Music

Travel and machines
Explore beat through using movement, body percussion and instruments.

PSHE

Dreams and Goals
Explore dreams and goals.
Set a goal and set simple steps to achieve the goal.
Tackle a new challenge even in the face of obstacles.
Celebrate success.

Spanish

¡Vamos a celebrarlo!
Celebration of a special occasion.
Months and month of their birthday.

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Recovery from Reception

English: An additional focus on set 2 and 3 sounds to ensure they are embedded.
Additional focus on oral rehearsal before writing.
Further focus on correct letter formation in handwriting and English books.
Further focus on gross and fine motor skills e.g. threading, pin boards, beading.

Maths: An additional focus on ensuring children's number and place value knowledge is secure and ready to progress.
Further focus on number formation.

PE: As above with a particular focus on throwing, catching and kicking skills.

Computing: Additional focus on online safety to support the increased amount of online learning.