English	Maths	Art
Make predictions about what might happen in a story using what they can see on the front cover.	Recognise and name 2D and 3D shapes.	Focusing on sketching in the style of Steven Wiltshire.
Discuss the new vocabulary we meet in the book.	Sort 2D and 3D shapes.	**PE**
Use adjectives to describe Ruby.	Find doubles and near doubles.	Cognitive Develop dynamic balance through maintaining balance on a line. Develop static balance through maintaining balance in a stance on a line.
Draw and describe what their own worry would look like.	Add by counting on.	**PSHE**
Write a letter with ideas about how we can help Ruby with her worries.	Find and make number bonds to 20.	Dreams and goals Aspirations, how to achieve goals and understanding the emotions that go with this
Look at the different emotions Ruby feels within the story.	Subtract counting back.	**RE**
	Subtract finding the difference.	Where do people turn for guidance in life? We will be looking at this through theological and philosophical lenses.
	Missing number problems.	**Computing**
		Data and information – Grouping data
		Music
		To use their voices expressively in a range of songs.

Year 1 – Spring 1 – Shake it up Shakespeare

Shakespeare – Macbeth	History
To act out scenes from Macbeth.	I can discuss my favourite toy.
To learn about the main characters and the basic plot.	I can recognise and compare toys from the past and present.
To describe the three witches.	I can sequence artefacts from different periods of time.
To create a whole class drama which interprets a scene from Macbeth.	I can identify changes between teddies today and teddies in the past.

Science	
Main scientific skill taught in this topic Observing closely, making predictions and recording information.	
Objectives - Identify, name, draw and label the basic parts of the human body. - Say which part of the body is associated with each sense.	
Our scientific questions is:	
Can I predict smells, tastes and objects using my senses and can I use my ears to identify sounds in the environment.	