

Year 1 – Spring Term 2

English

Write sentences with finger spaces of an equal size.

To form letters with the correct orientation.

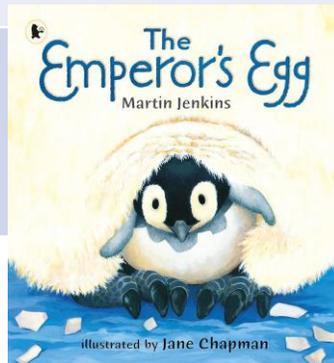
To introduce capital letters for the start of sentences and their names.

To use a full stops consistently when writing sentences.

To apply the phonics that has been taught when reading and writing.

To read decode and read fluently the set 2 and 3 sounds.

To write a question.
To write a description of Antarctica.
To write a fact poster about a penguin.



Maths

To count from 20 to 50.

To count in 10s.

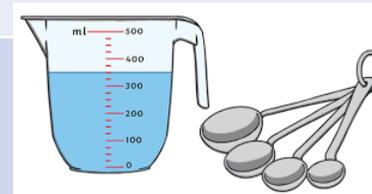
To partition a number into tens and ones.

Using a numberline to 50.



To compare length and height.
Measure in cm.

Compare volume
Measure capacity



Art

To create an animal sculpture out of clay.

PE

Perform dances using simple movement patterns.

PSHE

DG (Dreams and Goals)
Aspirations, how to achieve goals and understanding the emotions that go with this

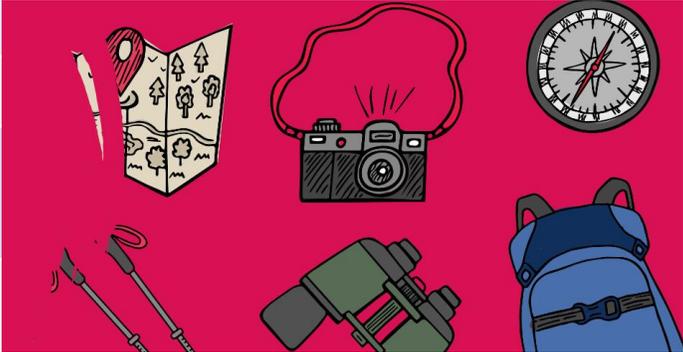
Computing

Data and information.
To understand labelling, grouping, and searching are important aspects of data and information.

Music

Through fairytales, children are introduced to the concept of sound patterns (rhythms). They explore clapping along to repeated words and phrases, creating rhythmic patterns to tell a familiar fairytale.

Year 1 – Spring Term 1

Science	History/Geography
Main scientific skill taught in this topic.	How have explorers changed the world?
Observing closely, making predictions and recording information.	Identifying explorers past and present and what makes them significant.
Objectives	Understand events in relation to the present day and compare how exploration has changed over time.
Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals	Describe how an explorer is significant and how they impacted events or people's ideas.
Identify and name a variety of common animals that are carnivores, herbivores and omnivores	
Our scientific questions are:	
I can ask questions to identify, sort and classify. I can classify animals based on their characteristics.	

