Y1 Spring Overview

Writing	Maths

Writing

Spring

Based on: The Emperors Egg, Lost and Found (Literacy Shed), Mrs Mole I'm Home (Literacy Shed), The Clock Tower (Literacy Shed film), Jim's Beanstalk

Genres covered: Sequencing stories, Making predictions, Character/ settings descriptions, Book review, Letter writing, Writing labels, Writing a non-chronological report, Acrostic poem, News report, Writing beginning, middle and end of a story.

Cross Curricular: Retelling religious stories, Facts about Arctic and Antarctica and writing about Arctic animals.

Other focus: Writing sentences, Adjectives, Asking questions, Using and, but, contractions and apostrophe representing the omitted letters, using exclamation marks.

SPAG

- Leaving spaces between words.
- Use joining words
- To begin to use capital letters and full stops.
- To ask questions
- To understand singular and plural and how to change a word to be singular or plural.
- Capital letters for names and the personal pronoun I
- Nouns, verbs and adjectives.

Spelling

- Name the letters of the alphabet.
- Using letter names to distinguish between alternative spelling of the same sound.
- Spell words containing the 40+ phonemes already taught.
- Spell some common exception words.
- Write from memory simple sentences.
- Using the spelling rule for adding s or es.

Reading

Maths

Place Value
- Count to 50 forwards and backwards, beginning with 0 or 1, or from any number.
- Count, read and write numbers to 50 in numerals.
- Given a number, identify one more or one less.
- Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.
- Count in multiples of twos, fives and tens.

Addition and subtraction
- Represent and use number bonds and related subtraction facts within 20.
- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
- Add and subtract one-digit and two-digit numbers to 20, including zero.
- Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.

Measure
- Measurement: Length and Height Measure and begin to record lengths and heights.
- Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half).
- Measurement: Weight and Volume Measure and begin to record mass/weight, capacity and volume.
- Compare, describe and solve practical problems for mass/weight:[for example, heavy/light, heavier than, lighter than]; capacity and volume [for example, full/empty, more than, less than, half, half full, quarter].

Texts covered: The Emperors Egg, Lost and Found, Jack and the Beanstalk, The Princess and the White Bear King.

- Read common expection words.
- Read aloud, accurately and independently books that are consistent with their developing phonics.
- Respond speedily with the correct sound to graphemes for all 40+ phonemes.
- Checking the text makes senseas they read and self correct mistakes.
- Predicting what might happen from what has been read so far.
- Retelling well known stories.
- Participating in discussions about both books that are read to them and those they can read for themselves.
- Apply phonic knowledge and skills as the route to decode word
- Read words containing taught GPCs and –s, –es, –ing, –ed, –er and –est endings
- Read words with contractions, and understand that the apostrophe represents the omitted letters.
- Develop pleasure in reading and read a wide range of books.
- Participate in discussions about what has been reads to them.

Geography	History

The Polar Regions
- To mark UK , the Arctic and Antarctica
- To find out information about the Arctic.
- To explore the physical features of the Arctic.
- To find out information about Antarctica.
- To compare the Arctic and Antarctica.
- To find human features in the Arctic.

Castles
- To find out why some castles were built on hills.
- To find out which physical land features made castles easier to defend.
- To name and locate UK capital cities and their castles.
- To devise a simple map and use and construct a simple key.

The polar Regions
-To find out about a significant person.

Sappho
- To find out about events beyond living memory that are significant nationally or globally.

PE

Workington Red – Multi skills
Team games – Dance

Science	RE

The polar Regions
    • To explore the climate in the Arctic.
    • To find out about animals that live in the Arctic / Antarctica and find out how they adapt.
    • To find out if Penguins that huddle together stay warmer.
Castle Everyday materials
    - To identify and name different materials.
    - To tell the difference between the material and what its made with.
    - To describe the properties of everyday materials.
    - To identify which materials have certain properties.
    - To perform simple tests.
	Jesus and why he's inspiring
	    - To say who their hero is.
	    - To talk about why Christians read the Bible.
	    - To say who inspires them.
	    - To talk about why Jesus inspires Christians.
	    - To retell the story of 'Jesus and the blind man'.
	Easter
	    - To recognise symbols.
	    - To retell the Easter story.
	    - To recognise New life.
	    - To know why eggs are important.

	Computing

	Lego builders
	-To follow and create simple instructions.
	-To consider how the order of instructions affects the results.
	Maze explorers
	- To be able to use the direction keys to complete the challenges successfully.
	    - To understand how to create and debug a set of instructions (algorithm).
	    - To create a longer algorithm for an activity.
	    - To provide an opportunity for the teacher to set these new challenges as 2Dos for all the class to try

Art	Design Technology

The Polar Regions
    - To do observational drawing.
    - To draw with chalks.
    - To make animals with different materials .
Castles
-To draw a family coat of arms.
- To draw in the style of Paul Klee.
	Castles
	    - To design a castle.
	    - To make a junk model castle.
	    - To evaluate their model.

Music	
Learning a repertoire of songs To perform a variety of songs. To look at a variety of instruments.	