**Physical Education**

- Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

- Participate in team games, developing simple tactics for attacking and defending

- Perform dances using simple movement patterns

**Place Value (within 50)**

- 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, most and least

**Measurement**

- Measure and begin to record lengths and heights

- Measure and begin to record mass/weight, capacity and volume

- Compare, describe and solve practical problems for: lengths/heights, mass/weight and capacity/volume

**Maths**

**Addition and Subtraction (within 20)**

- 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

**History**

- Events beyond living memory that are significant nationally or globally

- The lives of significant individuals in the past who have contributed to national and international achievements

**Spring Term 2020 – Great and Ghastly Events – Year 1**

**Religious Education**

-Understand beliefs and teachings within Christianity and Judaism

- Understand practices and lifestyles within Christianity and Judaism

- Understand how beliefs are conveyed in within Christianity and Judaism

- Understand and reflect on the values of within Christianity and Judaism

**Music**

-To use their voices expressively and creatively by singing songs and speaking chants and rhymes

- To play tuned and untuned instruments musically

- To listen with concentration and understanding to a range of high-quality live and recorded music

- To experiment with, create, select and combine sounds using the interrelated dimensions of music

**Geography**

- Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

- Use world maps, atlases and globes to identify the United Kingdom and its countries

- Use basic geographical vocabulary

- Use simple fieldwork and observational skills to study the geography of a location

**Computing**

- To use technology purposefully to create, organise, store, manipulate and retrieve digital content

- Recognise common uses of information technology beyond school

- To use technology safely and respectfully

**Science**

**Our Living Earth**

- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals

- Identify and name a variety of common animals that are carnivores, herbivores and omnivores

- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)

- Notice that animals, including humans, have offspring which grow into adults

- Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)

- Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

- Begin to spell words containing each of the 40+ phonemes already taught

- Learn to spell some common exception words

- Learn to add prefixes and suffixes where no change in spelling is needed, such as *un-*, *-ing*, *-ed*, *-er* and *–est*

*-* Begin to use a capital letter for names of people, places, the days of the week and the personal pronoun ‘I’

- Say out loud what they are going to write about and compose a sentence orally before writing it

- Write from memory simple sentences

- Leave spaces between words

- Begin to punctuate sentences using a capital letter and a full stop

- Join words and clauses using ‘and’

- Sequence sentences to form short narratives

- Apply simple spelling rules

**English**

**Narrative**

- Traditional Tales

**Non-Fiction**

- Information Texts

- Recounts

**Poetry**

- Patterns

**Design & Technology**

- Design purposeful, functional, appealing products for themselves and other users based on design criteria

- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

- Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing

- Evaluate their ideas and products against design criteria

- Build structures, exploring how they can be made stronger, stiffer and more stable

**SMSC / PSHE**

**Moral Compass**

- To understand what honesty is

- To know the importance of honesty

- To know that dishonesty upset people

**British Values**

- To understand that there are rules

- To understand that by respecting rules, they are showing that they value and respect other people

**Art & Design**

- Develop a wide range of Art & Design techniques using; colour, pattern, textures, line and shape

- Use a range of materials to design and make products

- Use drawing/painting to develop and share ideas and experiences

- Discuss the work of great artists and make links to their own work