

Science Animals

Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
Become familiar with common names of some fish, amphibians, reptiles, birds, mammals including pets.
Describe and compare the structure of a variety of common animals, fish, amphibians, birds and mammals.
Work scientifically using comparison and contrasting animals to describe how they identify and group.
Use local environment to explore and answer questions about animals in their habitats.
Understand how to take care of animals taken from local area and return them safely.
Observations to compare and contrast animals at first hand or through videos and photographs.

RE

The Easter Story

Children will learn about the Easter story and why it is significant to Christians.
They will discuss the importance and the teaching of the story.

PHSE

Keeping Healthy

Children will explore how to maintain a healthy lifestyle.

Working Together

Children will discuss and explore how to work together, and support others around them.

Thurgoland CE Primary School

Learning Together in Faith and Joy



Year 1
Spring
Animal Magic

Computing

Collecting animal images.
Creating an information card using ICT

We are Collectors

Searching on web, internet safety, grouping images, sorting/categorising images.

We are Designers.

Develop keyboard skills, retrieving and storing files.

Geography

Locating Animals to their Habitats

Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.

Name and locate the world's seven continents and five oceans.

Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage.

Where we live: Human and Physical Features

Use basic geographical vocabulary to refer to: key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop.

Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key

Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

Art Colour Chaos

This unit will provide the opportunity for children to choose, use and mix colours to create quality paintings showing the progression in their skills. The children will have the opportunity to explore the life and work of 6 key abstract artists, and working primarily in paint to create pieces in a range of abstract styles including using fabric to create a final piece. Children will explore using colours to create a collage inspired by artists in this unit. Children will look at the work of Piet Mondrian, Mark Rothko, Paul Klee, Jason Pollock, Robert Delaunay and Wassily Kandinsky.

Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Music Exploring Genres of Music

Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Play tuned and untuned instruments musically. Listen with concentration and understanding to a range of high-quality live and recorded music. Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Food Technology Bread – Hedgehog bread

Develop understanding of food groups and healthy eating.
Develop cooking techniques and food preparation skills.



Year 1
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DT Bug Hotels

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

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

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

P.E.

Schemes: Real PE & iMoves Balance, Agility and Coordination

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.

iMoves Dance Scheme

Animals: to enjoy creating and performing short dance sequences using travel, turn, jump, gesture levels.

Dinosaurs: Creating and performing short dance sequences using travel, turn, jump and gesture levels.

Real PE

Sammy Squirrel and his rolling nuts: Agility, ball chasing.

Monkey Business: Static balance, seated.

Caspar the very clever cat: Static balance, floor work.

Clowning around: Coordination, Ball skills.