

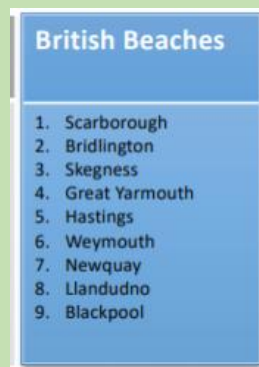
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D&T

- We will be designing and creating a model of an enclosure for an animal.
- The user will be the specific animal we have chosen.
- We will send these designs through to the BIG group, to consider when they are creating their next zoo.
- Generating design ideas; developing modelling and explaining using talk, mock-ups and drawings.
- Planning making, selecting tools and new and recycled materials; using finishing techniques. Exploring existing freestanding structures; evaluating their own products against original criteria. Know about strengthening structures; knowledge of vocabulary.

History

- Now and then.
- Victorian beaches and beaches now.
- How seaside holidays have changed over the years.
- To explore changes within living memory.
- What is the same and what has changed over the years? Explore clothing styles; transport; traditions; locations.



Key Vocabulary	
Seaside	A place by the sea, especially a beach area or holiday resort.
Beach	An area of sand or stones beside the sea.
Holiday	A period of time when you don't go to work or school and often spend away from home.
Coast	An area of land that is next to the sea.
Promenade	A pathway along the beach.
Pier	A raised platform coming out from the shore over the sea.
Jetty	Small pier where boats can be docked.
Beach hut	A small shed where people get changed dotted along the shore.

Physical EducationDance

- To perform dances using simple movement patterns.
- To recreate a dance of different characters in a castle, to think carefully about how each person might move around.
- Creating a motif for each role in a castle and then bringing them together.

Key Vocabulary/Skills	
Exploring story telling through dance.	Stretch, swing, mood, feeling, theme, story, static, friendship, start, middle, end.
Use a theme to create a dance.	
Develop actions that express friendship.	
Dance with start, middle and end.	
Perform with feeling.	

Send and return

Develop sending skills with a variety of balls. Track, intercept and stop a variety of objects; select and apply skills to beat the opposition.

Key Vocabulary/Skills	
Feeding the ball over the net.	Bowl, hit, net, pick up, roll, serve, stop, track, opposition, umpire.
Use a variety of movements to track balls.	
Control body and limbs to move efficiently.	
Send objects, sitting, kneeling & standing.	
Work as part of a team to score points.	

Religious Education

What do we think about how the world was made and how should we look after it?

Music

Exploring Sounds; learning to sing: If You're Happy and You Know It, Sing Me A Song, Sparkle, Rhythm In The Way, We Walk, Big Bear Funk, Baby Elephant



Visit the class webpage for extra links to helpful websites, which will support learning at home.

MathsAddition 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 0.

Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.

Place value to 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 (fewer), most, least.

Count in multiples of twos, fives and tens.

Glossary

Place value: A system for writing numbers, in which the value of a digit is defined by its position within the number.

< and >: These symbols are referred to as the 'greater than' (>) and 'less than' (<) symbols. Children learn that they are used to show whether a number is bigger or smaller than another number.

Number track: A linear, discrete representation of number. Each number is positioned in a square on the track.

Numerals: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9

Digit: Numeral within a number.

Add: Calculating the total of two or more groups of amounts.

Subtract: take away an amount from another amount to find the difference.

Calculate: find out the number of something.

Number sentence: Formally record a mathematical calculation. ($1 + 1 = 2$)

Computing

Coding

Writing instructions in a way that a computer can interpret them to make a program.

Science

Plants - Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.

- Why do we need trees?
- Why is it important to plant trees?
- Different types of trees, names of trees.
- Plant trees/ wild flowers in the school garden/grounds.

Seasons - Winter - signs of winter, day length and winter weather.



Key Vocabulary	
wild plants	A wild plant seed grows where it falls. It doesn't need to be planted or cared for as it grows.
garden plants	Garden plants are plants that people choose to grow in their gardens.
weed	Weeds are wild plants that grow in places where people don't want them.
deciduous	A deciduous tree loses its leaves each year.
evergreen	An evergreen tree keeps its green leaves all year round, even in the winter.

English

Hermelin by Mini Grey

Detective narrative

Letter

Poetry

Key Vocabulary

Detective, typewriter, pest, hurl, suspects, mysteries, clues, reward

English and Phonics Glossary

Sound: a sound made represented by a letter or group of letters.

Grapheme: a letter or group of letters written down to represent a sound.

Phoneme: a single letter sounds.

Blend: to put a two or more sounds together to read a word.

Segment: to break down a word into separate phonemes.

Initial sound: the first phoneme in a word.

Digraph: Two letters that make one sound.

Trigraph: Three letters that make one sound.

Split-vowel digraph: When a digraph is split by a consonant it becomes a split digraph. For example: wrote - the 'o-e' here make one sound.

adventurous	solve	residents
thrilled	invitation	injured

ran for his life

set about writing

detective adventure

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

Over Hall Community School Spring Y1 Knowledge Organiser

All around me