

English

Fiction:

- Composing a profile on our own fictional creatures, inspired by **The Gruffalo** and **Where the Wild Things Are**.
- Write a series of sentences to retell events based on personal experience.

Non-fiction:

- Writing a diary entry as George Atkinson.
- Composing a newspaper entry and an eyewitness account of a strange creature spotted on school premises!

Art & DT

- Foot and hand art
- Himalayan art
- Salt dough footprints
- Footprints in the snow

PSHE – Learning about money/ Promoting British Values

To recognize common British currency and understand its value.

To understand the difference between needs and wants and make basic choices about spending.

Ensure school rules and expectations are clear and fair.

Humanities

Geography – Where in the world?
Physical Geography – continents and oceans

Discuss the different climates around the world – relate to personal journeys.

Consider the climate George Atkinson faced on the Himalayan Mountain Range.

Locate countries on the globe - make observations of physical and human features.

Consider suitable clothes for George Atkinson's journey in the cooler climate. Compare his clothing needs to those of differing climates.

St Matthew's C. of E. Primary School Curriculum Outline Spring 1 2017 Year 1 – Big foot



RE – What is Buddhism?

Who Siddhartha was and the circumstances that led to him becoming Buddha and achieving enlightenment.

Introduction to Buddhist virtues and beliefs using stories that Buddha told.

PE

Gymnastics – balance and floor work using mats. Create shape and patterns using the whole body.

Outdoor PE – Team games

French

Answer the register in French

Know numbers 1 - 5

Mathematics

Properties of Shapes

Recognise and name common 2-D and 3-D shapes, including:

- cuboids, cubes, pyramids and spheres,
- rectangles (including squares), circles and triangles

Describe position, direction and movement, including whole, half, quarter and three-quarter turns.

Number and Place Value

Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.

Identify and represent numbers using objects and pictorial representations including the number line, and use language of: equal to, more than, less than (fewer), at least.

Computing

Continued introduction to coding, writing and testing simple programs.

Music

To experience and learn how to apply key musical concepts/elements e.g. finding a **pulse**, clapping a **rhythm**, use of **pitch**

Science – 50 Things to do before you're 11 ¾

We will be tackling a selection of challenges from the National Trust list including:

- Designing and building a raft
- Holding a scary beast
- Hunt for bugs
- Find your way with a map and compass
- Play in the snow (weather permitting)