

Computing

Coding: *We are treasure hunters* Pupils learn to program a toy to move in different directions, as they complete a mission to find treasure.



Numeracy



Time: Pupils learn to read, write and tell the time to o'clock and half past the hour on an analogue clock. They sequence daily activities. Pupils complete whole and half turns, linking direction to time.

Calculation Strategies (within 20): Pupils learn to represent and explain addition and subtraction problems using practical resources, before solving these.

Numbers to 50: Pupils learn to represent, sequence, explore and compare 2-digit numbers. They learn to skip count in 2s, 5s and 10s, establishing recall of multiplication tables and repeated addition. Pupils describe and complete number patterns up to 50.

50

Sports: *Throwing and Catching*: Pupils learn to throw and catch a ball with increasing accuracy and difficulty.



Health: *Hygiene, Medicine & Exercise*: Pupils learn how to maintain hygiene and discuss the safe use medication.

Fitness: *Mighty Movers*: Pupils find ways to build strength and stamina.



Ark John Archer Curriculum Map Spring 1 – Year 1



R.E *Buddhism*: Pupils discover key features of the life of Buddha through significant stories. They learn about Buddhist teachings; the role of reflection and meditation.

Music *Voice*: Pupils explore how they can use their voice expressively, while establishing a sense of pulse, rhythm and pitch. They explore and learn different melodies and tempos.



Spanish Pupils learn to use the first person to express their likes and dislikes. They ask simple questions.



History *Transport and Travel*:

How has transport changed over time?

Pupils explore how people travelled in the past and how this compares to the ways we travel in the present day. They discover how technology has changed over time leading to developments in land, sea and air transport methods. Pupils discover key developments such as the first space flight and inventions of the Wright Brothers. They predict what future transport might be like.



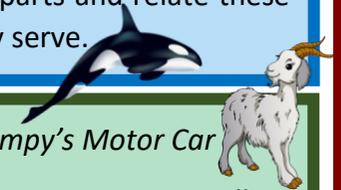
Design & Technology *Vehicles*: Pupils explore the appearance and features of different vehicles, before designing and constructing their own new vehicle.



Our value this half term: Achievement



Science: *Amazing Animals*: Pupils explore and identify animals in different world habitats, as well as those in the local area. They categorise animals as mammals, fish, birds, reptiles and amphibians and make comparisons between these. Pupils learn to label prominent body parts and relate these to the senses that they serve.



Literacy *Text: Mr. Gumpy's Motor Car*

Writing in Role: Pupils participate in recalling the story of Mr Gumpy's journey with his friends, using their imaginations to assume the role of one of the animals. They learn to write as the character, using description and emotion to show what the characters did when the car got stuck in the mud and how they eventually overcame this!



Recount: Pupils recall the journey taken by Mr Gumpy and his friends, including key events and the things they saw/heard along the way. They learn to write a recount of the journey using time words to sequence, conjunctions to add extra information and adjectives for description.



PSHE *Healthy Relationships*: Pupils explore the characteristics of a good friend and consider their own role in forming healthy relationships with peers. They learn how to respect strengths and differences in others.

