Communication and Literacy

Phonics:

To take part in activities to develop awareness and recall of different phonemes.

To read and spell CVC/ common irregular/ high frequency words.

Literacy:

To answer comprehension questions

To read a variety of texts (fiction/non-fiction/poetry)

To write phrases/sentences to describe pictures

To listen and respond to instructions

Science

Plants

To plant a seed and observe it growing into a flower

To differentiate between flowers. leaves and other plants

To identify what a plant needs to grow

To identify and label the features of a plant/flower

PSHE

Staying Healthy

To practice hand washing and brushing teeth

To understand that our bodies change as we grow

To show an understanding of personal hygiene as we grow (e.g. the importance of using deodorant)

Visit from a nurse

Year 1 Term 5 Plants *** Plant Soil Flower Z 2 Grow Water Seed **Humanities Our Local Area/ Environment**

Curriculum Overview

Beech Class

To identifying images linked to our local/ school environment

To begin to identify physical and human features within our local environment

> To use a map to locate human/physical features

To begin to use directions and a key on a map

To create and follow a map showing the key features of our local area

Composition

Music

To match symbols to sounds To create and play a graphic score To record sounds as a group

R.E

Community-Islam

To take part in sensory/art activities linked to Islam

To identify aspects of Islam using sign, symbol or words

To know what Muslims do to express their beliefs

To visit Grantham Islamic Centre

Physical Programmes

Obstacle Course/ Health & Fitness

To purposefully move around areas in different ways

To become confident moving on different grounds and terrains

To take part in different activities to improve health and fitness (e.g. simple circuits)

Maths

Number/ Money

To find one more/one less

To add and subtract numbers up to 10 and beyond

To solve word problems including the four operations

To recognise coins

To make amounts using coins and solve problems

To give change

To work on individual targets/ Number fluency

Expressive Arts and Design

Printing

To create a repeating pattern using prints

To plan and create repeating patterns using printing techniques

To use a range of colours and objects

Computing

Simple Programming

To explore following instructions to achieve a goal

To input short sequences of instructions

To use programmes online (Scratch)