

Year 1 Curriculum Newsletter Spring 1 2022

This half term is full of fun and exciting learning that will continue to build on our 'Knowledge and Understanding of the World' work in Early Years. We will be continuing to develop our love of learning and finding out about the world around us - building our self-confidence, friendships and working together as a team. Our topic is "To the Rescue".



HISTORY



We will be learning about key features of events in Grace Darling's life; how she was brave and how she influenced others.

Key Knowledge and Skills:

To know who Grace Darling (a significant individual from the past) was and how she achieved fame, rescuing survivors from a merchant ship in 1838. Know how her act of bravery contributed to developing the RNLI.



ENGLISH



Our focus text is the defeating the monster story: "Hansel and Gretel". This leads onto writing a persuasive letter and writing a poem.

Key Knowledge and Skills:

Know how to ask relevant questions to expand understanding and knowledge about a story and a character. Know how to form lower case letters (n, m, h, k, b, p and r). Know how to punctuate sentences using an exclamation mark and continue to use capital letters and full stops consistently. Re-read books to build our fluency and confidence. Continue to use our developing phonic knowledge to read and write words. Reading and writing Year 1 common exception words.



MUSIC



Learning a song that demonstrates different styles of music.

Key Knowledge and Skills:

Listen and appraise, sing, play instruments and perform a song using different music styles. Recognise and know the names of the styles: Blues, Baroque, Latin, Bhangra, Folk and Funk. Finding the pulse, copying the rhythm and pitch.



COMPUTING

Lego Builders and Maze Explorers

Using Purple Mash for coding and computational thinking.

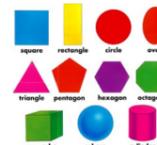
Key Knowledge and Skills:

Know how to follow and create simple instructions on the computer. Consider how the order of instructions, to build lego, effects the results. Understand and use directional keys. Create, extend and de-bug a set of instructions (algorithm). Know what an "algorithm" is.



MATHS

Geometry: 2D and 3D Shape
Number and Place Value (within 20)
Addition and Subtraction (within 20)



Key Knowledge and Skills:

Recognising and sorting 3D and 2D shapes. Making patterns with 2D and 3D shapes. Naming shapes: square, rectangle, circle, triangle, sphere, cone, cuboid, cylinder and cube. Recognising, reading, writing and ordering numbers to 20. Knowing how many tens and ones are in a number to 20. Adding by counting on. Finding and making number bonds. Adding by making 10. Subtraction – firstly not crossing 10, then crossing 10. Finding related facts. Comparing number sentences.



RELIGIOUS EDUCATION



Beginning to learn about Sikhism and the stories of Guru Nanak.

Key Knowledge and Skills:

Handling Sikh artefacts and asking questions. Thinking and talking about the meanings of holy objects from Sikh life and stories stories from the Sikh faith. Know and name the 5 Ks— understand Sikh belief about these symbols of identify and know what they represent. Know what a "Gurdwara" is and about its importance to Sikhs.



SCIENCE



As scientists, we will be investigating materials.

Key Knowledge and Skills:

Know the names of a variety of everyday materials, identifying and classify: wood, plastic, glass, metal, water and rock. Perform a simple test to identify objects that float and sink. Compare and group a variety of materials based on their simple physical properties (enabling them to float and sink). Use observations and ideas to suggest answers to questions.



PHYSICAL EDUCATION



Gymnastics

Key Knowledge and Skills:

To gain confidence on apparatus and to be able to combine different movements. Know the names of different movements - side rolls, forward/backward rolls, handstands, cartwheels. To be able to co-ordinate hands and feet with objects (hand apparatus, hoops, ropes and ribbons). To develop coordination and stability.



Design Technology (D.T.)



We will be looking at different types of vehicles which serve different purposes.

We will use our research to design, assemble and evaluate our own model vehicles.

Key Knowledge and Skills:

Designing a vehicle for a particular purpose (rescue). We will know what 'wheels' and 'axles' are and how they are assembled to make vehicles move. We will select a range of equipment, materials and tools safely and appropriately to build our vehicles and then evaluate our work.

HOMEWORK PROJECT: Write your own "Rescue" story. Consider who the hero is and who needs rescuing. Present your story in your own way, with illustrations. To be handed in by Monday 7th February 2022