

Year 1 Term 5

LITERACY

To be able to identify the main character and setting in a story using evidence from illustrations and text.

To be able to write, at least, 3 simple sentences to tell a story.

To be able to plan and write a story with a clear beginning, middle and end.

I can write using phonic knowledge to sound out unknown words.

I can compose complete sentences using full stops and capital letters.

To be able to recognize the features and write instructions.

To be able to recognise the features of, and write, a recount.

SCIENCE

Working Scientifically

To participate in science investigations and activities during science week:

Performing simple tests, observing closely and using simple equipment, using their observations and ideas to suggest answers to questions.

To classify animal groups (six groups—birds, fish, mammals, amphibians, reptiles, insects).

DT

To be able to design and make my own lever or slider picture and evaluate it.

To be able to describe how something works'.

To be able to design and make a product which moves.

To handle and manipulate fabric by sewing.

HUMANITIES

History

To be able to use words and phrases to describe the passing of time.

To describe the characteristics of old and new toys.

To sort old and new toys recognising similarities and differences

'To recognise that some objects belong in the past'.

To answer questions about old and new objects'.

To explain what an object from the past might have been used for.

Geography

To be able to use maps and aerial photographs to recognise landmarks.

Hook-
Visit to the Museum.

End Product- Design and make own toy.

ART

To be able to talk about a painting and say what I like and dislike about it.

To be able to use a range of materials creatively to design and make products.

To be able to describe what they see and give an opinion about an artist'.

RE

To learn about Judaism.

To observe artefacts and special places of worship.

ICT

To be able to log on and off the computer.

To be able to create pictures using a computer programme.

To be able to create a series of instructions—to create and debug simple programmes.

To be able to plan, and programme, a journey for a programmable toy.

PE/GAMES

To be able to hit a ball with a bat.

To move and stop safely.

To show increasing accuracy and control when balancing, pushing, steering and hitting a ball.

NUMERACY

To be able to order 2-digit numbers.

To be able to find a number between neighbouring pairs of multiples of 10.

To be able to find 10 more and 10 less.

To recognise and find 1/2s and 1/4 of shapes and amounts.

To name common 3D shapes and their faces.

To read the time to the 1/2 hour on analogue and digital clocks.

To be able to count in 2s, 5s and 10s – multiplication.

To be able to find totals adding 10 or 20 pence.

To be able to find change by finding the difference and counting on.

To recognise, draw, read and understand block graphs and pictograms.

MUSIC

To use their voices expressively and creatively by singing songs and speaking chants and rhymes.

To respond to different moods in music and can say whether I like or dislike a piece of music

To choose sounds to represent different things.

OUTDOOR LEARNING

Trip to Banbury Museum.

Seasonal Changes

To observe and comment on changes in the seasons.

To be able to name the seasons and suggest what type of weather is in each season (ongoing).