

SPRING 1 Y1



TO INFINITY AND BEYOND



<p>WEEK 1 6th Teacher training day 7/01/2025</p>	<p>MUSIC KAPOW – Dynamics (seaside) Explain what pitch means. Identify whether a note is higher or lower. Create a pattern using two pitches, then play or sing it. Explain what tempo means. Identify simple tempo changes in music. Perform a pattern that gradually gets faster (accelerando). Contribute to a group composition and performance by creating, selecting, combining and performing sounds. Suggest improvements to their work.</p>
<p>WEEK 2 13.01.25</p>	<p>HISTORY Know about the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods. For example Neil Armstrong,</p>
<p>WEEK 3 20.01.25</p>	<p>DT KAPOW WHEELS AND AXLES MECHANISMS Explain that wheels move because they are attached to an axle. Recognise that wheels and axles are used in everyday life, not just in cars. Identify and explain vehicle design flaws using the correct vocabulary. Design a vehicle that includes functioning wheels, axles and axle holders. Make a moving vehicle with working wheels and axles. Explain what must be changed if there are any operational issues.</p>
<p>WEEK 4 27.01.25</p>	<p>SCIENCE Everyday Materials Distinguish between an object and the material from which it is made Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock Describe the simple physical properties of a variety of everyday materials Compare and group together a variety of everyday materials on the basis of their simple physical properties</p>
<p>WEEK 5 03.02.25</p>	<p>RE – Where do people turn for guidance in life? The philosophy of religion. Those with world religions turn to their sacred books. Non-religious people can be spiritual.</p>
<p>WEEK 6 10.02.2024</p>	<p>Computing – Maze explorers Unit looking into algorithms and debugging information. To understand the functionality of the direction keys. To understand how to create and debug a set of instructions (algorithm). To understand how to change and extend the algorithm list. To set challenges for peers..</p>

MATHS	ENGLISH
<p>PLACE VALUE WITHIN 20</p> <p>Count within 20</p> <p>Understand 10</p> <p>Understand 11, 12 and 13</p> <p>Understand 14, 15 and 16</p> <p>Understand 17, 18 and 19</p> <p>Understand 20</p> <p>1 more and 1 less</p> <p>The number line to 20</p> <p>Use a number line to 20</p> <p>Estimate on a number line to 20</p> <p>Compare numbers to 20</p> <p>Order numbers to 20</p> <p>ASSESSMENT</p>	<p>The Way Back Home narrative</p> <p>Ice Planet non-fiction</p>
<p>ADDITION AND SUBTRACTION WITHIN 20</p> <p>Add by counting on within 20</p> <p>Add ones using number bonds</p> <p>Find and make number bonds to 20</p> <p>Doubles</p> <p>Near doubles</p>	<p>PSHE</p> <p>JIGSAW</p> <p>Dreams and goals</p> <p>PATHS</p> <p>Comfortable and Uncomfortable</p> <p>Excited</p> <p>Tired</p> <p>Frustrated</p> <p>Proud</p>
MATHS MASTERY	PE
WEEKS 11-16	<p>Real P.E - Unit 3</p> <p>Real Dance - Unit 1</p>