

Engage: Leaf hunting in the park

Express: Dress up as a woodland animal

Literacy

Recounts, information books, letters, lists, instructions and narratives

Spoken Language:

WALT: Act out a role as a character from There's No Place Like Home Jonathan Emmett

WALT: Consider how the character from There's No Place Like Home is feeling

Hot seat questioning of a character from the story

WALT: to talk about our feelings during our visit to the park Partner talk/ group discussions. Narrative of visit to the park

Reading:

Reading focus - **Fiction** - There is no place like home and The Wish Tree by Kyo Maclear **Non-fiction** (link to science) - texts about plants and flowers in the woods

Writing:

WALT: Write a fact file about a woodland animal

WALT: use adjectives to describe an imaginary setting from The Wish Tree story

WALT: write instructions for making biscuits for the The Wish Tree celebration party

Walt: retell the story of The Wish Tree

Writing activities: diary entry, instructions, book review in a newspaper, non-chronological report

-creating maps, posters, instructions, e-mail.

Mathematics

Included on termly Success and Challenge cards

Personal, Social and Emotional Development

PSCHE: Good to be me

Doing something to be proud of

Responding in an assertive way

Helping someone with a worry

Stopping and thinking when they are angry

Realise that people and other living things have needs, and that they have responsibilities to meet them

R.E.: Christianity: *Why was Jesus welcomed like a king or celebrity by the crowds on Palm Sunday?*

Understand that Jesus is special to Christians and how His welcome on Palm Sunday shows this.

Being Different and Equal

To understand what it means to be different.

Texts:

I am enough by Grace Byers

Same Difference by Calida Rawles

Spring 2 Activities

Enchanted Worlds Year 1

Knowledge Outcomes

What are the parts of a plant?

How do plants grow?

What are two types of trees?

What do plants need in order to survive?

Challenge

What is the job of a leaf?

Physical Development

WALT: To create simple movement patterns, showing awareness of rhythm

Animal Movement and Dance: Thinking of the ways that familiar animals move and explore them through movement and dance. Have fun with animal-like movements at rest and on the move by curling, stretching, climbing, jumping, balancing and rolling

WALT: Master basic movements including running, jumping, throwing and catching.

WALT: Develop balance, agility and coordination

Master basic movements including running, jumping, throwing and catching,

Understanding of the World

GEOGRAPHY:

WALT: create an imaginary map to include features from a story-English link with Enchanted Wood

WALT: To compare living in a City/town & the countryside- Sorting activities

WALT: know how simple key can be used to identify physical features on a map-Children will create maps of a wood (link to IT) and construct a simple key/Children will use maps to identify physical features

WALT: use maps to find directions

Children will learn about compass directions **North, South, East, West**

HISTORY

WALT: Understand and explain history is what has happened. That it is the past. Observing objects from the past. Sorting: Then and now objects activities

Science: **WALT:** Identify and name a variety of common wild plants: Leaf hunt in the park

WALT: Identify and name a variety of common garden plants. Close study of plants and label.

WALT: Identify and classify evergreen and deciduous leaves and sort them according to their properties. Sort and classify leaves.

Computing: **Using processing software** Use word processing software to create text. Understand that a printer can be connected to a computer/Select and insert text into a word processing application/ Open and save a word processing document/Understand the value of using a word processor to produce text.

Expressive Art and Design

ART:

WALT: Use texture and natural materials to create objects

-A woodland forest- Using a wide range of tools for cutting, shaping and joining

create a nature crown - opportunity to explore nature in the wider world. Choose natural materials such as leaves and twigs - paint them to make a colourful crown

drawing- stained glass fairy wings (laminated) and **sketching** of a woodland animal.

WALT: Imitate the natural works of Andy

Goldsworthy D&T : Build a nest or den for a woodland animal using cardboard/ straws/ leaves/ twigs etc

Children will be able to collaborate with nature and the importance of keeping animals safe.