

# Strength Lies in Difference

Children to understand what it means to be different and what makes them different from others. Children to be familiar with these key terms and understand what they mean: Identity, Race, Diverse, Ethnicity, Minority, Majority, Responsibility, Values and Stereotype

Children to understand why it is important to celebrate difference in both themselves and others

# **Physical Development**

#### Gymnastics

Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

Perform dances using simple movement patterns

#### Dodgebal

Throw and catch displaying a degree of competency, in isolation and while playing Dodgeball Demonstrate changes of direction, level & speed

# Personal, Social and Emotional Development

#### PSHE: What can we do with money?

Understand what money is - that money comes in different forms

Learn how money is obtained (e.g. earned, won, borrowed, presents)

Understand how people make choices about what to do with money, including spending and saving

Know the difference between needs and wants - that people may not always be able to have the things they want Learn how to keep money safe and the different ways of doing this

# R.E.: Was it always easy for Jesus to show friendship?

Talk about our friends and why we like them. Remember and retell a story about Jesus showing friendship and talk about it.

Say how Jesus tried to be a good friend Say how Christians show friendship and how God helps them do this

# SPRING TERM 1 Objectives Paws, Claws and Whiskers Science focus Year 1

# **Expressive Arts and Design**

#### ART: Drawing, collage and model making

Use a variety of natural, recycled and manufactured materials for sculpting – paper, card, natural resources.

Use a variety of techniques, e.g. rolling, cutting.

Sculpt a variety of shapes.

#### D&T Designing labels, designing animal enclosures

Design purposeful, functional, appealing products for themselves and other users based on design criteria

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

### Music: Animal song

Know that everyone has a singing voice.

Distinguish between and use talking, whispering and singing voices. Pitch-match with increasing accuracy within a limited range of notes (mi-so).

Sing in a group and individually as a soloist e.g. in a short 'call and response' song.

Use internal thinking voice with increasing accuracy and control, to identify and place a starting pitch.

Sing with awareness of posture, breath control and clear diction.

## **Understanding the World**

# GEOGRAPHY: Using and making maps Describing Physical features

Use maps and globes to identify the UK and its countries.

Use simple locational and directional language (e.g. near, far, left, right) to describe the location of features on a map.

Use aerial photographs to recognise landmarks and basic physical features.

# **SCIENCE: Animals including ourselves**

Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals

Identify and name a variety of common animals that are carnivores, herbivores and omnivores Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)

Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Identify and classify

Gather and record data to help in answering questions

Perform simple tests

## **COMPUTING: iData**

To understand why pictograms are useful To collect and organise information to solve a problem

To create a graph using digital tools
To create a pictogram using collected data
Sort information on criterion
Present data using a graph

# English

Included on termly Success and Challenge cards

# **Mathematics**

Included on termly Success and Challenge cards