

Design Technology: Design and Build a Clock Tower

Design:

- To generate, develop and communicate ideas through talking, drawing and templates.

Make:

- To select from and range of tools and equipment to perform practical tasks, for example, cutting and joining.
- To select from and use a wide range of materials according to their characteristics

Evaluate:

- To explore and evaluate their ideas and products against design criteria.

Technical knowledge:

- To build structures exploring how they can be made, stiffer and more stable.

Computing:

Maze Explorers – An introduction to coding

- To understand the functionality of basic direction keys.
- To create a sequence of instructions.
- To write a program and test it.
- To log on to Purple Mash.
- To open work.
- To save and edit work.
- To use technology safely and increasingly respectfully.

Art and Design:

Line and Shading - To investigate the effects pencils can make.

- To use pencils in a range of ways.
- To make lines and shade.
- To draw using actual objects as a focus.
- To draw with increasing accuracy

RE:

- Belonging to a family, school or group.
- Recount elements from the Easter story.

English:

Narrative – Traditional Tales

Goldilocks and The Three Bears retold by Janet Hillman – Joining two phrases with 'and'. The use of the exclamation mark.

Narrative - Fairy Tales

Cinderella by Stan Cullimore – Writing a story ending.

Poetry – Springtime poetry

Bye Bye Ladybird by James Carter

Using adjectives to describe the signs of spring.

Fairy Tales



The local area - Stevenage

Year 1 spring 2024

PSHE- Jigsaw

Healthy Me

- To understand the differences between being healthy and unhealthy.
- To understand how to make healthy lifestyle choices.
- To know how to keep myself clean and healthy.
- To understand that medicines can help me if I feel poorly and to understand how to use them safely.
- To understand how to keep safe when crossing the road and know who can help me to stay safe.

History: Stevenage-

- To look at significant historical events, people and places in their own locality.
- History of Stevenage Town Clock Tower.

PE - Invasion Games:

- Understanding attacking and defending and what being 'in possession' means.
- Use and develop skills such as sending and receiving with both feet and hands, as well as dribbling with both feet and hands.
- Learn how to score points.
- Work independently, with a partner and in a small group and begin to self-manage their own games, showing respect and kindness towards their teammates and opponents.

Target Games:

- Develop understanding of the principles of defending and attacking for target games.
- Use both underarm and overarm actions and are given opportunities to select and apply the appropriate action for the target considering the size and distance of the challenge.
- Apply their skills individually, in pairs and in small groups and begin to organise and self-manage their own activities.
- Understand the importance of abiding by rules to keep themselves and others safe, learn how to score points and use simple tactics.

Music:

- *Scheme - Charanga: Learning to Listen*
- To understand the importance of listening.
- *Easter songs and spring rhymes.*

Science:

Everyday Materials:

- To distinguish between an object and the material it is made from.
- To identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock.
- To describe the simple physical properties of a variety of everyday materials.
- To compare and group together a variety of everyday materials on the basis of their simple physical properties.

Mathematics:

- Place Value
- Making 10
- Making 11-20