

Who has changed the world?

Year One Curriculum Information Terms Three and Four

Visits and First-hand experiences: Trip to M-Shed and The Matthew, Dress up as someone who has changed the world, Exhibition of Learning

End of Learning Theme: Exhibition – musical performances and speeches about the famous people who have been studied.

English & History

Non-fiction:

Non-Chronological Reports – fact files and newspapers about Moth Teresa and John Cabot

Diaries – day in the life of John Cabot

Biographies – children to choose their favourite inspirational person and write about them. This will support them in delivering a short speech.



Science

We continue with our yearlong study of trees and how they change through the seasons.

This term we will observe and notice signs of winter.



Maths

Number & Calculating

- Addition using 1 and 2 digit numbers
- Subtraction using 1 and 2 digit numbers
- Place value (ordering, rounding)
- Multiplication – doubling numbers and quantities

Measure

- Length
- Height

Cross Curricular Links

- 2D and 3D shape
- Data Handling

The only way
to learn
mathematics
is to do
mathematics.

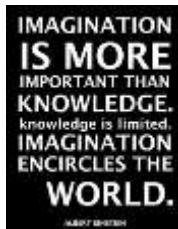
PAUL HALMOS

English

Fiction:

'Not a Box' by Antoinette Portis

Children will explore how powerful their imagination can be by using boxes to create imaginary play. They will then plan and write their own imaginary stories



Art

Study the life and artistic style of Picasso. Children will be creating images of our three famous figures using the style of Picasso.



Religious Education



Key Question Term 3:
Was it always easy for Jesus to show friendship?

Music

- Exploring Shanti songs
- Practising and performing 'I had a dream' by Abba for our exhibition.



Key Question Term 4:
Why was Jesus welcomed like a king or celebrity by the crowds on Palm Sunday?

PSHE

- Going for Goals
- Staying healthy
- Keeping a healthy lifestyle



Computing Programming

- I can describe what actions I need to do to make something happen.
- I can press the buttons in the correct order to make my robot do what I want.
- I can begin to predict what will happen for a short sequence of instructions.
- I can begin to use software to create movement and patterns on a screen.
- I can use the word debug when I correct mistakes when I program.



Design and Technology

- Making a healthy snack (link to PSHE)
- Baking Easter biscuits and designing the decoration

