

Design Technology

Select from and use a wide range of materials and components including textiles.

English

- Narrative
- Fables

Geography

- To use world maps to identify different countries.
- To locate hot and cold areas of the world in relation to the Equator and North and South.

Science

- Identify and classify gather and record data to help in answering questions.
- Perform simple tests.
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores.
- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals).

Year 1 Curriculum Map

Paws, Claws and Whiskers Spring 2

Overview of Learning

Music

Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
Play tuned instruments musically.

Computing

To use technology purposefully to create organise, store and manipulate and retrieve digital content.

PSHE

Theme – Healthy Me

R.E

**Theme – What is Special To You?
Easter**

Art & Design

- To use painting to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- To learn about the work of a range of artists describing the difference and similarities between different practices and disciplines, and making links to their own work.

Homework

- Reading 3X a week.
- Spellings.
- Reading and Spelling Year 1 Common Exceptions words.
- Learning Logs

P.E

- **Gymnastics - Flight, Bouncing, jumping and landing**
- **Real PE – Journey To The Blue and Monkey Business**