

## The Arts

### DT - Toys in the past

**Textiles** -Sock Puppets & Pop-up toys

- To think of some ideas of their own and use pictures and words to plan
- To explain what they are making and which tools they are using
- To describe how something works
- To make a product from textiles by gluing
- To cut materials using scissors
- To describe how different textiles feel

## PSHE

### The No outsiders Project

- To like the way I am
- To join in
- To find ways to play together
- To be proud to be me
- To learn to work together

## History

### 'Events beyond Living Memory'

#### Chronological understanding

- To use words and phrases such as old, new and a long time ago.
- To know that some objects belonged to the past.
- To understand how things have changed
- To ask and answer questions about old and new objects
- To spot old and new things in a picture
- To answer questions using an artefact or photograph provided
- To give a plausible explanation about what an object was used for in the past

## Music

### Creative Response

Responding to our Topic with art, music, drama and dance

- To use drama to reenact a scene depicting a child chimney sweep
- To use singing and movement to perform songs from the musical 'Oliver'
- To recite common Victorian Nursery Rhymes
- To add projection and expression to a performance
- To use instruments to add sound effects to a piece of drama
- To explore child led activities within the arts

## Year 1 – Spring 1

### Hook Lesson: Victorian Day

The children are to come to school dressed in a Victorian costume and spend the day in a Victorian school.



## RE

### Christianity - Jesus as a Friend

#### Was it always easy for Jesus to show friendship?

- To explore stories from the bible. Zacchaeus, Stilling the storm and Mary, Martha and Lazarus.
- To identify when it is easy and difficult to show friendship.

## Science

### Animals, including humans

- To identify, name, draw and label the basic parts of the human
- To say which part of the body is associated with each sense.
- To name the body parts of an animal
- To identify and name a variety of common animals that are carnivores, herbivores and omnivores
- To identify and name a variety of common animals in the local environment
- To gather and record data to help answer a question
- To suggest how humans are similar and different to each other

## Computing

### Moving a Robot

- To predict, run and match a command on a device
- To give and follow directions
- To start a sequence from the same place
- To experiment with move commands to move a robot
- To plan a simple program
- To find more than one solution to a problem

## PE

Gym:

- To bounce, hop, spring and jump using a variety of take-offs and landings
- To observe, recognise and copy different body shapes
- To link together two or more actions with control and be able to repeat them
- To describe what they see using appropriate vocabulary

Games:

- To use hoops and quoits in a controlled way.
- To share space and equipment safely.
- To follow the rules of a game.