



Class Name: Elephants	Curriculum Overview	Spring 1
<p>English Use phonic knowledge to write new words. Write simple sentences using a range of punctuation effectively. Sequence sentences and events. The children will engage in reading and writing through</p> <ul style="list-style-type: none"> • Instructions based on the texts 'Don't Let the Pigeon Stay Up Late!' and 'Don't Let the Pigeon Drive the Bus!' by Mo Willems • Traditional Tales and Fables based on the texts 'This is the House that Jack Built' by Simms Taback, 'Anancy and Mr Dry-Bone' by Fiona French and 'Chicken Licken' • Writing for a purpose through topic work . • Spelling – cvc words, spellings using known phonemes, high frequency words and common exception words • Daily reading focus – Read Write Inc. • Daily handwriting/letter formation 	<p>Maths</p> <ul style="list-style-type: none"> • Know fluently number bonds to 10 • Add by counting on • Addition and subtraction within 10 including money. • Use and understand + - and = • Count within 20 • Number bonds to 20 • Doubles to 20/near doubles • Addition and subtraction within 20 • Know, order and compare numbers to 50 • Count in 10s • Partition numbers to 50 into tens and ones • 1 more 1 less within 50 • Weight and Volume - heavier and lighter full and empty • Position and Direction -describing turns, describe position 	<p>Science Uses of everyday materials</p> <ul style="list-style-type: none"> • Ask questions, observe closely, perform simple tests, use observations to suggest answers to questions, gather and record data. • Identify and compare the suitability of a variety of everyday materials. • Find out how the shape of objects can be changed by twisting, bending, stretching and squashing. • Investigate the absorbency of materials. • Identify natural and manmade materials. <p>Computing Robot Algorithms</p> <ul style="list-style-type: none"> • Choose a series of words that can be enacted as a sequence • Use an algorithm to program a sequence on a floor robot • Compare my prediction to the program outcome • Identify different routes around my mat • Use my algorithm to create a program • Test and debug each part of the program.
<p>Geography- Map Skills</p> <ul style="list-style-type: none"> • Devise simple maps using outline drawings. • Use a simple key. • Use maps and plans to locate Rothbury • Know that Rothbury is within the county of Northumberland. • Identify physical and human features in the local environment • Use compass directions when making a map of the local area. • Children will make natural maps using things found in the outdoor environment. 	<p>Art - Jewellery</p> <ul style="list-style-type: none"> • Explore new and unfamiliar materials • Develop manipulative skills • Compare different pieces of jewellery • Work independently on a project • Work with clay, beads, pasta and straws to produce a necklace • Evaluate own work and that of others 	<p>Music Pattern/ Our Land</p> <ul style="list-style-type: none"> • Children will develop an understanding of metre-groups of steady beat- through counting, body percussion and reading scores. • Children will explore timbre and textures as they explore descriptive sounds.. They listen to, and perform, music inspired myths. <p>PE / Outdoor learning</p> <ul style="list-style-type: none"> • Yoga • Team building

RE - Who Is Jewish and how do they live?

- Recognise how belonging to a religion is important to people and the impact it has on their lives
- Begin to know how Jewish beliefs and ideas are expressed
- Recognise how religious ideas and beliefs impact people's lives personally and socially

RHE / PSHE

- Positive friendships - What makes a friendship positive and which of these qualities do we see in our friends?
- How to keep good routines that give us enough sleep and time offline.
- NSPCC PANTS programme.

Teacher's Notes

Homework - Reading, maths activities and topic related activities.