

Humanities:
 Geography: EQUALS People Who Help Us (KS1)
 NC Use basic vocabulary to describe a less familiar area
 History: Equals- The Passage of Time - Me (KS1 1.1)
 NC Changes in living memory

RE: Unit 3.9.3 Origins - where do we come from? Unit 2.4.1 What does it mean to be part of a Jewish/ Muslim family?

Computing: Computer Science – Cause and Effect using media
 E-Safety: Keeping Safe Week

Physical Development:

Dance and gymnastics focus: Equals Emotion and busy bodies.
 NC Perform dances using simple movement

MOVE

Sensory Swimming

Sensory Kingdom- Taking risks

Personal Development:

PSHE Association – The world I live in (AUT 1)
 Healthy Lifestyles (AUT 2)
RSE – Knowing me, Likes and dislikes, Families
Life Skills – ‘*My thinking and problem solving*’- Solving problems as a member of a group.
 Keeping Safe Curriculum

Arts:

Art – EQUALS
 Painting - Colour, Tone and Pattern
 NC Develop techniques of colour, pattern, texture, line, shape, form and space
 Collage - Pattern, texture and form, faces and everyday objects using line and form, using colour and texture
DT - EQUALS- Homes KS1 1.4)
 NC Use range of tools & materials to complete practical tasks
Music - EQUALS- Pitch- To listen to voices with a wide range.
 NC Make and combine sounds musically
Drama - explore light/dark contrasts and cause-effect with shadows



When I grow up... - Spring Term

Red Class

Science:

EQUALS Animals including Humans – Ourselves
 NC - Differentiate living, dead and non-living. Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.

ECO: Biodiversity.

Outdoor Learning:

Painting with natural resources.

Focus Subjects:

Personal Development

English:

Daily basic skills focusing on Read Write Inc Phonics and reading skill development

Texts:

Fiction: Super Duper You, When I grow up

Non- Fiction: When We Grow Up- a First Book of Jobs

Poetry: What Makes Me, Me

Maths:

Daily basic skills focusing on Number through the Little Big Maths approach

Geometry – Position and Direction

Measure – Money

PfA Skills Builder:

