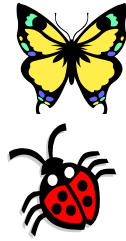


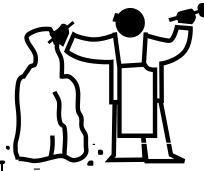
SCIENCE

- Identifying and classifying animals
- Identifying the structure of animal and our bodies



ART & DESIGN

- Printing repeating patterns.
- Artist study: Edward Tingatinga



I.C.T.

- Searching for information using the internet.
- Using digital cameras
- Using animations
- Using green screening



MUSIC

- Sing and play instruments expressively.
- Use sounds to represent animals.
- Music Composition.

'All Creatures Great and Small' Year One Terms 5 & 6

GAMES/P.E.

- Games – outdoor P.E.
- Skipping, running, bats and balls, throwing and catching.
- Gymnastics - linking travelling movements.
- Sports Day.



ENGLISH

- Fiction and Poetry – stories from another culture and poems using our senses
- Non-fiction – information text, recount and writing instructions.

D.T.

- Designing and making a vehicle

P.S.H.C.E.

- Respect for Living Things.

MATHS

- To count in steps of 2,5 and 10 from 0.
- Place value to 100.
- Count, read and write numbers to 100 in numerals and words.
- Money – recognise coins up to £1
 - find totals and give change.
- Mental calculation – recognise and use \square or Δ to stand for an unknown number, e.g. $\square + 4 = 6$.
- Measures – related vocabulary for capacity
 - read time to $\frac{1}{2}$ hour.
- To add more than two numbers.
- To solve problems by organising information in a list or table.
- Add and subtract using two digit numbers.
- Compare, describe and solve practical problems for mass/weight, capacity and volume.

R.E.

Who made the world?

GEOGRAPHY

- Naming the world's continents and oceans.
- Naming the countries of the UK.

HISTORY

- Using artefacts to find out about the past
- Significant person study: Charles Darwin.

