

Spring 1

	5.1.25	12.1.25	19.1.25	26.1.25	2.2.25	9.2.25
Key Events			RSPB Big School Bird Watch 23-25th			Safer Internet Day 10 th Feb
Focus weeks	History	Geography	Science	Maths	D&T	Computing
Room of Wonders/ Trip/ Visitor			Make a bird hide in owl garden or Y1 area. Advertising bird watch to other classes – posters?		Making Bird Feeders	
English	<p style="text-align: center;">The Robot and the Bluebird by David Lucas</p> <p style="text-align: center;"><i>Retelling narrative</i> <i>Non-fiction factual writing about birds</i> <i>Instruction writing for making bird feeder.</i></p>					
Maths	Place value within 20 2s/5s/10s		Addition and Subtraction within 20 2s/5s/10s		Place value within 50 2s/5s/10s	
RE	Jesus was special					
PSHE/P4C	“When I grow up I want to be ... “		Community – belonging and media literacy and digital resilience <i>How do we communicate safely with people online?</i>			
Science	Everyday Materials How many objects can you find made from different materials?		Everyday Materials Can you label objects with the materials they are made from?		Everyday Materials What words can we use to describe the feeling of different materials?	
Geography	The United Kingdom Where do I live? What are the four countries of the United Kingdom?		The United Kingdom What are the four capital cities of the United Kingdom?		The United Kingdom Physical features and the human features of the UK	
History	Toys What are our toys like today? What are other people’s toys like?		Toys Who did these toys belong to? How do we know they are old?		Toys What were our grandparents’ toys like and how do we know? How can we set up a Toy Museum?	
Art & Design						
D&T	Windmills		Puppets	Puppets	Puppets	Puppets

	Focus days	Joining fabrics	Designing a puppet	Making and joining a puppet.	Decorating a puppet.	
Music	JC PPA Cover I Am A Robot – BBC https://www.bbc.co.uk/teach/bring-the-noise/articles/zkf9bdm					
Computing	JC PPA cover Technology around us – typing and mouse skills.		JC PPA cover Moving a robot			
PE	Gymnastic equipment lesson	Dance To explore the qualities of robots and copy movements precisely. Imagination.	Dance To explore travelling. Using levels and different settings as a robot. To try mirroring with a partner. Imagination.	Dance To create a mirroring dance with a partner to perform it to the class. To remember the robot dance without help. Imagination.	Dance To explore transformers characters and work with others to create interesting transformer shapes. Imagination.	Dance To link all of the dances together and perform our robot ideas as a class. Imagination.
	Catching and Bouncing a Ball To demonstrate catching a ball with accuracy Determination	Catching and Bouncing a Ball To demonstrate catching a ball with accuracy Determination	Catching and Bouncing a Ball To demonstrate catching a ball with accuracy Determination	Catching and Bouncing a Ball To demonstrate catching a ball with accuracy Co-operation	Catching and Bouncing a Ball To show a simple tactic game Self Belief	Catching and Bouncing a Ball To show a simple tactic game Self Belief