English

Reading

- Know how to decode words using sounding out and blending.
- Know how to read some Year 1 common exception words.
- Know the sequence of events in a story and be able to talk about them

Writing

- Know how to use 'because' and 'and' to join sentences.
- Know and use letter names to distinguish between alternative spellings of the same sound.

Science

- Know how to **classify** a range of animals by **amphibian, reptile, mammal, fish** and **birds.**
- Know how to sort by **living** and non **living things**.
- Describe the basic needs of animals, including humans, for survival.
- Describe how different animals, including humans, have **offspring** which grow into adults.

RE

- Give examples of how **Jewish** people celebrate special times.
- Recognise the words of the **Shema Prayer.**
- To be able to make a link between Jewish ideas of god and the Torah.
- Understand how and why Jewish people celebrate **Shabbat** and **Passover.**

Additional vocabulary: **Seder plate, Moses, Judaism, kosher food, matzah cover and challah bread.**

History / Geography

- Know the names of the seven **continents** and the five **oceans** of the world.
- Know the names of the four **countries** that make up the **UK** and name the three main seas that surround the UK.
- Know where the **equator, North Pole** and **South Pole** are on a globe.
- Know features of hot and cold places in the world.
- Be able to name **physical** and **human features** in the local area.

Additional vocabulary: **Asia, Europe, South America, North America, Africa, Australia, Antarctica, Indian Ocean, Southern Ocean, Pacific Ocean, Atlantic Ocean** and **Arctic Ocean**

Spring 1 —Year 1
Around The World

PE

- Develop **control** and **co-ordination** when **dribbling** a ball with your hands.
- Be able to **throw** with **accuracy** towards a **target.**
- Be able to **catch** with two hands.
- Be able to control and co-ordinate when dribbling a ball with your feet.
- Be able to track a ball that is coming towards me.

Maths

- Recognise and name 2-D and 3-D shapes.
- Count, read and write numbers to 100 in numerals.
- Count in multiples of twos, fives and tens.
- Solve one-step problems that involve addition and subtraction.
- Know doubles within 20.
- Add and subtract one-digit and two-digit numbers to 20.

Art / DT

- **Mix primary colours** to make **secondary** and add white to colours to make **tints** and black to colours to make **tones**.
- Create colour wheels.
- Know what a **silhouette** is and create their own.

Computing

- Know how to move a **beebot.**
- Explain and create a **simple algorithm.**
- To explain what a given **command** will do.
- To combine **'forwards'** and **'backwards'** commands to make a **sequence**

Additional vocabulary: **robot**

Music

- Explore how **sounds** can be produced in different ways using **voices** and **instruments**.
- Recognise how composers use **dynamics, tempo** and **timbre** to bring a character to life.
- Compose short sound sequences.