English

Book studies:

- Rapunzel
- Traditional Tales
- Where the wild things are
- Non fiction texts about castles

Maths

- Recognising 2 digit numbers
- Measures Money
- Counting in 2s, 5s and 10s
- Multiplication/Division

Computing

- Online Safety
- Continue to develop mouse skill (click and drag)
- Develop coding skills and use of algorithms

Science

- Continue to work scientifically, asking questions, observing closely, identifying and classifying, performing simple tests, using observations and suggesting answers to questions, gathering and recording data in response to questions.
- Identify and name a variety of materials
- Investigate and describe the properties of different materials.

Art/ Design Technology

- Printing- to create a coat of arms
- Join materials to make a 3d model of a castle.
- Create a block printing castle picture inspired by Paul Klee's Castle and Sun painting.
- Continue to learn the following skills
 - Sort and arrange materials
 - Use a range of materials such as rolled up paper, card, clay.
 - Use techniques such as rolling, cutting and moulding, sticking

Gurrets and Giaras

Year 1



Physical Education

- Gymnastics- apparatus work.
- Games skills with Sports Coach (Mr Hoad), PE specialist.

PHSE

Going for Goals

Choosing a realistic goal

To discuss right from wrong

Knight's code of chivalry

Geography

- Identify the key features of a location in order to say whether it is a city, town, village, coastal or rural area.
- Ask and answer geographical questions (such as: What is this place like? What or who will I see in this place? What do people do in this place?).
- Use geographical language to refer to human and physical aspects of geography (beach coast, beach, city, town).
- Identify position of castles around the UK.

History

- Learning how things change over time
- Make simple timelines
- Identifying where and why castles were built
- Learning about the parts of a castle
- Learning about the jobs that people did in castles
- Learn a Medieval dance
- Fantastic finish Medieval banquet

Music

- To perform (singing, follow instructions, make and control sounds, imitate changes of pitch).
- Learn song: Into the Groove
- To be able to follow pulse and rhythm.
- To will begin to learn simple songs on the glockenspiel.

Religious Education

- Special books
- Easter story