

Year 1 – Get Moving!

ENGLISH:

Making lists and writing explanations
Writing a diary entry

KEY TEXTS

Mr Gumpy's Motor Car - J Burningham
Mrs Armitage on Wheels - Quentin Blake
The most magnificent thing - Ashley Spire

Humanities (HISTORY/GEOGRAPHY)

Geography: looking at maps and learning map skills, including compass directions, making plans and simple maps.

History: studying how transport has changed over time, comparing and contrasting transport from the past and looking ahead to transport for the future.

SCIENCE

We will be looking at the properties of different materials, identifying the difference between an object and the material from which it is made. What would you use to make a space rocket? Which toy car travels the fastest and why?

MATHS

Number: addition and subtraction within 20, solving one-step problems and identify a number that is one more or one less than a given number.
Count to 50 forwards and backwards, count, read and write numbers to 50 in numerals.
Count in multiples of 2s and 5s.

KEY SKILLS TO BE DEVELOPED:

Learning about transport through history. To plan, design and make a car using measurements.

BIG PICTURE/ KEY CONCEPTS/ OUTCOMES

Learning about key developments in transport and how people travel today. Working scientifically to investigate forces.



WOW factor/ visits/ visitors

To host our own class Grand Prix using the cars we have made.

Helping at home/ websites

easyscienceforkids.com

Celebration of learning

Car exhibition and presentation about what we have learnt.

Social, Moral, Spiritual and Cultural (RE/ PSHE)

PSHE: growing and changing

RE: we will be exploring what we can learn from sacred books.

PE

We will be running, jumping and skipping. We will be developing our ball control by rolling and pushing the ball along the ground with a bat. Pushing and rolling the ball around slaloms. Balancing the ball on a bat and striking a ball thrown by a partner.

COMPUTING

Learning to understand algorithms and create and debug simple programs, creating movement through their own programming.

THE Arts (ART/ MUSIC/ DT)

DT: designing and making our own vehicle that can move.

Music: composing music to create musical patterns and journeys.

Art: looking at the work of Paul Klee and creating pictures through the use of shapes.