

# Brecknock Year 1 Spring 1 Curriculum Leaflet



## HUMANITIES- GEOGRAPHY: Migration- Moving to Thrive, Geographical Skills and Knowledge Study

Poles and Equators: To use simple compass directions (N, S, E, W). Understanding seasonal changes and maps, the location of hot and cold parts of the world in relation to the Equator and poles. Understand how this interplays with animal migration. Continents and Oceans: Develop contextual knowledge of the location of globally significant places.



## ENGLISH

Key texts: The Journey Home by Frann Preston Gannon, Lost and Found by Oliver Jeffers, Amazing Animal Journeys by Chris Packham and Jason Cockcroft.

Outcomes: recount narrative (to entertain), animal migration fact file (to inform), migration poetry (cinquains)



## MATHS

Mastering Number: Composition of 7-9. Odd and even parts of numbers. Partitioning numbers.

Numbers 0 to 10: Exploring numbers using five and a bit structure. Partitioning odd and even numbers. Partitioning in different ways. Identify a missing part.

Additive structures: Combining two or more parts to make a whole. Explain the = sign to show a whole and the sum of the parts.

## SCIENCE- Animals including humans:

Learn how to identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. Describe and compare the structure of a variety of common animals and name those that are carnivores, herbivores and omnivores. This will link with Year 1's STEAM project - Dear Journey - linking the science learning to geography to understand animal migration. Seasonal changes - Throughout the school year, pupils will take time to observe changes in weather and the natural environment around them, and explore how this may affect animals and humans that live in and around it.

## COMPUTING - Programming - Moving a Robot.

Introduction to early programming concepts. They will explore using individual commands as part of a computer program. Pupils will start predicting the outcome of programs and are also introduced to the early stages of program design through the introduction of algorithms.

## PHYSICAL EDUCATION:

FAIR, SHARE, DARE: The unit aims to develop a strong team ethic within the class and set firm expectations around how children work together in PE. It gives pupils the opportunity to compete in sport and other activities, build character and help to embed values such as fairness and respect.

REACT, ROLL, RETRIEVE: This unit looks to use a range of modified activities and equipment to support the development of movement speed, as well as skills related to striking and fielding games. Pupils will have the opportunity to develop their knowledge of fielding activities and transfer their learning across a range of activities that develop their ability to send objects and effectively field in various contexts.

## RE Concept - Change. Unit of Work: People Jesus met, how Jesus changed people's lives. (Christianity)

PSHE - Personal Social Health Economic: Relationships Education: To learn what is important about being me and to explore wants and needs. Online Safety: to learn about personal information. Keeping safe: to identify people who keep me safe and how to stay safe in different places.

## ART & DESIGN and DESIGN TECHNOLOGY:

Children will be practising their sketching skills. They will look at sketches of animals drawn by Charles Darwin and make similar sketches of their own.

Key skills: using different materials to draw, for example pastels, chalk, felt tips; drawing lines of varying thickness; using dots and lines to demonstrate pattern and texture.

## MUSIC: Taking off- 2 Part Singing - Develop knowledge of pitch through singing and tuned percussion.