

Engage: Invite an animal owner into the classroom to talk about looking after their pet.
Express: 'Animals on parade'
Collaborative class creations of animal costumes shown to another year group.

Literacy

Spoken Language:

WALT: Participate in discussions, presentations, performances, role-play, improvisations and debates

Activity -The local pet shop needs your help! Some very mysterious creatures have arrived in a crate from somewhere very far away. – What could they be, Look like- discuss

Group collaboration activities: Talk and think about pets at home and different animals around us.

Reading:

Swallows Journey,

Activities: asking and answering questions about character descriptions, settings. Learning new vocabulary,
Research different animals, Questions and answers, describing special features

Phonics: Phase 3,4,5 – alternative spellings of words.

Writing:

Sequencing events in a story, Recounts, Captions and Factfile about chosen animal and Lists, Instructions- looking after animals in a zoo,
Animal Nursery Rhymes and Poems

Physical Development

WALT: To create simple movement patterns, showing awareness of rhythm

Animal Movement and Dance; Thinking of the ways that familiar animals move and explore them through movement and dance. Have fun with animal-like movements at rest and on the move by curling, stretching, climbing, jumping, balancing and rolling

WALT: Master basic movements including running, jumping, throwing and catching.

Gymnastics

WALT: Develop balance, agility and co-ordination

Master basic movements including running, jumping, throwing and catching,

Personal, Social and Emotional Development

PSCHE: New Beginning

R.E.: Creation

WALT: Understand that some stories have special meaning to some groups of people.

Stories that are similar to Judaism, Islam and Christianity: *The Creation Story*. Sequence the events in the Creation Story and write captions. Write promises on leaves for our tree of how we could look after God's creation.

WALT: Understand that some stories are special to Christians: up; Palm Sunday; Good Friday and Easter Sunday.

PSHCE: Doing something to be proud of:
e.g. Caring for Animals – understanding the work of the R.S.P.C.A

SPRING TERM

Activities

It's Purrfect!

Paws, Claws and Whiskers

Year 1

Mathematics

Mental maths - Counting in 2s and 5s ,10s

Number

Number – Addition and Subtraction within 20

WALT use mathematical talk to reason and problem solve numbers. Represent and use number bonds and related subtraction facts within 20

Add and subtract 1-digit & 2-digit numbers to 20, including zero

Solve one-step problems that involve addition and subtraction, using concrete objects & pictorial representations and missing number problems

Place Value

Place Value within 50

Understanding and representing numbers to 50

Find one more and one less than a given number within 50

Compare and order groups of objects within 50

Compare and order numbers within 50

Count in 2s

Count in 5s

Count in 10s

Understanding the World

GEOGRAPHY:

WALT: Recognise that weather changes according to the seasons.

Discuss how the weather is linked to the position of the Sun in the sky and the number of hours it's visible during the day. Study seasonal clothing matched to weather.

WALT: Understand that all animals are affected by seasonal weather.

Remind children that weather around the world is quite varied. Look at some extreme examples and **compare some countries with the UK**. Discover that some animals migrate because of these differences and other animals hibernate to escape cold winters with less available food.

WALT: Locate and name the world's continents and oceans. Use maps to trace the flight of the swallows on migration observing different animals they meet along the way.

SCIENCE: Animals including ourselves

WALT: Sort animals according to common characteristics/WALT: Classify animals according to what they eat/WALT: Compare the body structure of different animal groups.

WALT: Investigate and name animals common to the UK.

Computing: Using processing software

Use word processing software to create text. Understand that a printer can be connected to a computer/Select and insert text into a word processing application/ Open and save a word processing document/Understand the value of using a word processor to produce text.

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Expressive Arts and Design

ART: Drawing, collage and model making

WALT: Use materials/clay to make different animals of our choice.

Activities will involve developing a wide range of art using texture and patterns to create a wide range of animals/ Selecting from a wide range of tools for cutting, shaping and joining to create their own animal patterns/Creating animal masks using a wide range of different materials.

D&T Designing labels, designing animal enclosures

WALT: Create portrait of our favourite animal.

Activities: studying the work of Romero Britto in order to create brightly coloured nature pictures of different animals.

Exploring the use of colour and patterns and use these ideas to create own portrait.