

**Engage: Samba
Train dance**

**Express:
Carnival party**

Literacy

SPEAKING AND LISTENING

Spoken Language: WALT: act in role as a character from the Curupira story -Role play/ story telling activities

WALT consider how a characters from stories feel - Hot seat questioning of a character

WALT: to talk about our feelings about a story setting characters Partner talk/ group discussions about

READING

WALT read and explore a variety of fiction and non fiction books; about rainforest; animals of Brazil; fiction; Rio the bird; The great Kapok Tree; the sloth; Elmer and the stilts; David McGee; How Elmer escapes the hunters; Charatcer descriptions

Curupira; traditional tale from Brail. A mythical creature who protects the rainforest from hunters. Links to story of The great Kapok tree. Children retell the story making some changes;

WRITING

WALT explore the features of traditional tales

Write our own version of a tale.

Carnival. Brazil food and recipes.

Imaginative recount about the rainforest.

Physical Development

Athletics:

WALT: Master basic movements ,as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

explore running, jumping and throwing activities and take part in simple challenges and competitions.

experiment with different ways of travelling, throwing and jumping, increasing their awareness of speed and distance

use bodies and a variety of equipment with greater control and coordination

Personal, Social and Emotional Development

PSCHE: Relationships

WALT understand different relation shps we might have

Activities and games to help children identify the people who are important to them, including those who they care for and who care for them

How to recognise and deal with feelings of jealousy

Develop pride in others' achievements.

Learn strategies for feeling better without hurting others.

R.E.: WALT learn about different ways of life-(Theme Days)-

YoGotta have Faith/ Worship

WALT explore :The place of religion in Brazil; Christ the Redeemer;

SUMMER TERM 1 2020

Activities

Rio de Vida

Year 1

Mathematics

Addition & subtraction - Money

WALT: apply addition and subtractions skills to solve money word problems

Activities: In a role play area (woodland shop) – children will be able to buy and sell items using money and using language of money.

Measurements:

WALT: use standard and non- standard measuring skills to solve simple real life word problems about length

explore standard and non-standard methods of measurements (rulers, cubes, tape, counting beads etc

Position and Directions:

WALT: use and apply mathematical language such as right/ left/ forward/ backwards/ quarter turn/ half turn/full turn for directions

Activities: Use beebot to locate woodland treasure/ animals children will use beebot to explore directions/directions of animals n etc

Reasoning and problem solving:

WALT: To apply learned mathematical skills to reason and solve addition,subtraction, multiplication problems.

Use stories and concrete objects to solve different mathematical problems/ Practical problem solving activities

Understanding of the World

GEOGRAPHY:

WALT Find Brazil and the major cities on a map.

Compare a Brazilian city with a British city/ town. Identify the seas of the world that relate to Brazil and South America

HISTORY

WALT learn about the origins of Samba music through the Samba Train

Create a timeline of Samba music

Investigate The settling of Brazil

History and beginnings of carnival

Significant important individuals in the settling of Brazil.

SCIENCE:

WALT investigate Pants and Trees related to rainforest.

Conditions for growth

Seed investigation

Leaf hunt

Variety of plants in a hoop

Computing: Networks and the Internet

WALT use of search engines to research facts about Brazil; Rio , Carnival.

Use safe search engines to research information about Brazilian life

Use of ICT beyond school

Expressive Art and Design

ART:

WALT use texture and a range of materials creatively

-design and make masks and props to wear and use in the samba train.

explore the colours of carnival using and maing different materials.

DT:

design musical instruments to use in the samba train.

Music:

WALT create rhythm and music using body and percussion and instruments

use instruments in different ways,

Perform samba and Brazilian/ carnival dances using simple movement patterns

participate in the ' Samba Train' dance- Create enchanted/ dancing snakes