

Year Group: 1

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Theme: Once Upon a 1	lime					
Term: Spring 2						
Special Days:						
Thursday 23 rd Feb – I	slam Workshop					
•	b - World Book Week					
Wednesday 1 st Marc						
•						
Thursday 30 th March	- 200Lab					
Week	1	2	3	4	5	6
	20th February	27 th March	6 th March	13 th March	20 th March	27 th March
		World Book Day Week		20 110101		
Literacy	Complete Beegu journey	Incredible You by Rhys	Phase 1 - immersion	Lesson 5 – GPS simple sentences and	Phase 4 – Hot Task	Phase 2 – Reading like a writer
Text type being		Brisenden		joining word 'and'.		Lesson 2 - Read 'Has anyone seen my
covered:	Phase 4 Hot Task		Lesson 1 – Letter from the Billy goats	Write own correctly punctuated	Lesson 9 – Talk about changing a	dragon?' poem by Roger Stevens.
Narratives	Hot task -		with a troll problem! (troll won't let	sentences about pictures in the story,	story and/or retelling a story.	Recite with actions and say aloud.
The Three Billy Goats		World Book Day lessons	them cross the bridge!) – brainstorm	some using the joining word 'and' to	Look at another version of Three	LO: To perform the poem 'Has anyone
Fluff – Rachael	1 . Create story map write	,	ideas to help the goats/find a	connect ideas.	Billy Goats Gruff. Discuss how the	seen my Dragon?' By James Carter.
Mortimer & Liz Pichon – Write their	questions for 3 of the pictures (1	1. L.O: To draw my own	solution. Make wanted troll posters. LO: To help the billy goats by	(LA to focus on simple sentences!) LO: To apply the joining word 'and' to	children would end the story. Write their own ending down (mum	Lesson 3 - Make own 'Lost Posters' to
own ending	from beginning, 1 from middle, 1	"incredible me" with	making a wanted poster and/or by	sentences about The Three Billy Goats	has a different plan, goats don't	describe Daisy.
	from end) applying taught GPS.	describing words.	giving them some ideas.	Gruff'	make friends etc).	Identify adjectives in the poem and how
Poetry:		_	Computing Link		LO: To write an alternative ending	Daisy is described.
Has anyone seen my	1 51 1 1			Lesson 6 – GPS revisit questions and	to The Three Billy Goats Fluff.	LO: To create a lost poster describing
dragon? – James	1. Plan own hot task –	DIBLE TAS	Use Purple Mash to create Wanted	introduce exclamations. Find questions		Daisy.
Carter - Innovate	sequence pictures,	THE REP STONING	Posters of the Troll.	and exclamations in the story, write	Lesson 10 – Plan a re-write of the	Phase 3 – GPS – writing like a reader
poem	pre-write questions.	TUSOTACO CONTROL	Lesson 2 – Letter from Troll in	them down.	whole story with their own ending. Same structure as the text but	(reading, handwriting, sentence structure
		CARING.	response to wanted poster. Hot seat	GPS write own exclamations about the story (based on pictures in the text).	children use their own changed	practise, previously taught GPS
	2. Write re-tell of the		a troll.	LO: To apply questions and	ending. Use a story map.	consolidation – reading poetry/reading
	story.	2. L.O: To write a	How does the troll feel about the	exclamations to own sentences about	LO: To use a story map to plan my	objectives) Lesson 1 – Look at the features of the
		caption for my own	goats? Make a troll hat/mask and	the story.	own version of The Three Billy	poem (rhyme/ repetition/ setting out
	Hotter task - Purple polish with	"incredible me".	answer some questions as the troll		Goats Gruff.	and structure).
	teacher.	"I am incredible	to try to understand his feelings		Lesson 11 – HOT TASK – Write their	LO: I can talk about the features of the
		because"	about the goats. LO: To hot seat a troll and	Lesson 7 – Write favourite part of the	own version of the Billy Goats Gruff.	poem.
		3. L.O: To sequence	understand the troll's point of view.	story applying and, ? and ! LO: To write favourite part of the	own version of the biny doats drun.	
		the story and match		story using the joining word and,	<u>Success Criteria</u>	Lesson 2 – Shared/modelled write - Anyone seen my cat?
		captions in the	Phase 2 – Reading like a writer	exclamations and questions.	Simple sentences and punctuation Joining word 'and' (just simple	Now ask the class to suggest what
		story.	Lesson 3 – Read the story of The	Lesson 8 – Rewrite the story of The	sentences for LA)	he or she looks like. You might have
			Three Billy Goats Fluff.	Three Billy Goat's Gruff.	? and ! sentences	suggestions such as big, small, hairy,
			Use expression and put actions to	Focus on applying GPS (and, ? and !).		black, white, fluffy follow lesson
			the story.	Modelled/shared writing.	Phase 1 - immersion	plan
			LO: To tell the story of Three Billy Goats Fluff with expression and actions. To		Lesson 1 - Hook – walk in the woods	https://poetryclass.poetrysociety.or
			sequence the story.	LO: To write a shorter version of The	and find some 'Lost' posters looking for a dragon.	g.uk/wp-
				Three Billy Goats Fluff including	Has anyone seen my Dragon?	content/uploads/2015/09/Anyone-
			Phase 3 – GPS – writing like a reader	simple sentences, joining word and, questions and exclamations.	Come back to class - child led	Seen-My-Dragon-Roger-Stevens-
			- Joining word 'and' (simple		provision writing/drawing about	<u>1.pdf</u>
			sentences for LA) - ? and! Sentences		what they've found.	LO: To write another version of the
			- r unu! sentences	Read innovations aloud to others.		poem. (Shared write/Modelled write)
			Lesson 4 –			
	1			1		



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			GPS learn about simple sentences and joining simple sentences using 'and'. Practise identifying correct sentences and use of and. (Looking and WABOLLs/WAGOLLs and editing/marking work) LO: To practising identifying correct use of punctuation and joining word 'and'.		
			<i>Supporting Provision –</i> Sequencing the story / pictures. Using props to act the story out.		
Maths	Subtraction and Place Value to 20	Subtraction within 20	Place Value to 50	Place Value to 50	Length and Height
Counting in 2s and 5s Length and Height Weight and Volume	 1. LO: To subtract and add within 20 Subtraction To subtract within 20 not crossing 10. LO: To subtract within 20 not crossing 10. Reasoning and problem solving. LO: To subtract within 20 not crossing 10 to solve subtraction problems. 	 To subtract within 20 crossing 10. LO: To subtract within 20 crossing 10. (Counting back) Reasoning and problem- solving subtraction within 20 crossing 10. LO: To solve problems by subtracting within 20. (counting back) To subtract within 20 crossing 10. LO: To subtract within 20 crossing 10.(2) To solve problems by subtracting within 20 crossing 10. LO: To solve problems by subtracting within 20 crossing 10. LO: To solve problems by subtracting within 20 crossing 10. LO: To solve problems by subtraction within 20 crossing 10. 	 Using 10s and 1s to represent numbers within 50. LO: To represent numbers within 50. 1 more than any given number (20-50). LO: To say 1 more than any given number within 50. 1 less than any given number (20-50). LO: To say 1 less than any given number within 50. 1 more 1 less Reasoning and Problem solving. LO: To solve problems showing 1 more or 1 less of any given number within 50. 	 Order numbers within 50. LO: To order numbers within 50. Reasoning and Problem solving. To solve problems by ordering numbers to 50. Count in 2s. Count in 2s. Count in 5s To count up in 5s 	 Children use and understand the language of length such as long, longer, short, shorter, tall, taller. They recognise this language will change depending on what type op length they are describing and comparing. Children understand theight is a type of length. They should also be exposed to lengths that are equal to one 1.L.O: To compare length and height 2. L.O: To problem solve length and height Children use non-standard units, such as cubes, hands and straws to measure length and height. Ensure children understand the units they use need to be of equal length. Children recognise that longer, non standard units are more suitable for measuring the length and height of longer/taller objects. 3: L.O: To measure length practically Children need to understand that non-standard units should be exact in line with one end of the object with no gaps between them to get

	Length and Height
the ng, ler. will pe of d nd that y gths	Children build on prior knowledge of measuring length and height using non- standard units and apply this to measuring using a ruler. They should be able to understand that objects can vary in length and size, so a standard unit of measurement is required. It is important that children know to measure from 0 cm
eight	1.Introducing ruler activity
and	L.O: To use a ruler to measure.
	2.Measuring length (2)
its, ws to nsure they n. r, non- ble for ght of	L.O: To problem solve measuring length
cally	
length	
hat exactly ect	
o get	



Animals including humans1LumansLime cSeasonal change (Ongoing) Set up weather diary, and record weather and temperature for each day.(/	Animals including humans L. Mammals LO: To identify the characteristics of mammals. Hair or fur, warm blooded, live young, young drink milk from mother. Add to booklet)	LO: to name and describe a variety of animals Pre-learn: Can you label the animals with its name and what it eats.	LO: To identify and describe what carnivores, herbivores and omnivores eat. Watch:	LO: To sort animals by what they eat.	INVESTIGATION Children to investigate three types of poo (fake!!) and determine what	Zoo Lab day Seasonal Change
recording and tell U both classes.)	Skills Jsing their observations and ideas o suggest answers to questions dentifying and classifying U U U U U U U U U U U U U U U U U U U	(INDEPENDENT ACTIVITY)	https://www.youtube.com/watch ?v=plzwDLnieAk Discuss: Why do the animals have different poos? – Their diet. What do the children know about animal diet? Learn: 3 main diet types. https://www.youtube.com/watch ?v=3yrikH2QEFA	Recap carnivores, herbivores and omnivores diet. Sorting and matching animals by their diet (Venn Diagram). Matching animals to their poo and diet. (In provision, pics from story).	animal (or animal diet) it might have come from according to its content/ colour etc. LO: To observe closely and record evidence to answer question 'Is this poo from a carnivore, herbivore or omnivore?'. HI I'm Rolly the gamingol danning parcel	 Seasonal Change Sensing seasons – what can we see and hear? Nature Walk – identify changes to nature using Spring bingo sheet. Art of noticing about Spring shared write for big book plus photos and quotes. Observe, describe and compare using simple science words Ask science questions Collect evidence to answer some questions Measure using non-standard units Test out ideas with help Talk about what might happen and what they found out (skills ladders) Hi I'm Bit Me gianungel Gomputing Link Use computers to access Purple Mash 'Describing Spring' writing project.
How can we use simple N directional vocabulary b to describe routes to features on a map?	ntroduce key vocabulary Near, far, left, right, above and Delow. Jse Word cards in provision with Key vocabulary - Near, far, left,	Where in the world are we? LO: To locate school and some features of school on an aerial map.	What can we see in our classroom? LO: To create a map of the classroom. (Make map of the classroom for the	What can we find in our school grounds? LO: To locate key features in the school grounds.	Where are the different places in our school? LO: To draw a simple map.	Where are the different places in our school? LO: Use simple directional language to describe routes to features on a map.



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	position objects and describe (orally) where the objects are. Computing Link Use Bee-Bots to embed directional language Use language to move beebots - Near, far, left, right, above and below. Children to position beebots and describe (orally) where the bee bots are.	(Skills: Use aerial images to recognise landmarks and basic physical features. Identify land use around the school.) Computing Link Use iPads to record videos/pictures around school grounds. Use pictures/videos to identify places on the aerial map.	(Skills: Create a simple map of my local environment. Use locational and directional language such as: near, far, left, right to describe the location of features on a map.)	 (Skills: Use aerial images to recognise landmarks and basic physical features. Use simple fieldwork to observe, measure and record the human and physical features in the local area. Use a simple key to recognise physical or human features on a map. Use locational and directional language such as: near, far, left, right to describe the location of features on a map. Create a simple map of my local environment.) 	 (Skills: Use aerial images to recognise landmarks and basic physical features. Use simple fieldwork to observe, measure and record the human and physical features in the local area. Use a simple key to recognise physical or human features on a map. Use locational and directional language such as: near, far, left, right to describe the location of features on a map. Create a simple map of my local environment.) 	(Direct 3 Billy Goats around our school grounds)
History						
Design Technology Mechanisms/Mechanic al Systems End point: To create a bridge for the Three Billy Goats Gruff.			Structures HOOK – PURPOSE AND USER IDENTIFIED We need to help the Billy Goats! How will the billy goats safely pass the troll? They could build another bridge! IEAs (Investigative and Evaluative Activities) Learning from a range of existing products What does a bridge need to be safe and functional? LO: To explore and investigate bridges for different users and different purposes. LO: To explore, investigate and label bridges, using correct technical vocabulary in relation to the structure, materials used and shapes.	Structures FTs (Focused Tasks) Teaching specific technical knowledge and designing/ making skills. Practising making a structure using paper, tape, fasteners etc. How can we make the bridge strong enough to support the goats? Look at children's designs and discuss improvements for the final model. LO: To practise measuring, marking out, cutting, shaping, joining and finishing techniques with a range of tools and materials. LO: To build and explore a range of free-standing structures / models using construction kits, blocks and junk materials. LO: To build and explore a range of free-standing structures/ models	Structures DMEA (Design, Make and Evaluate Assignment) Creating functional products with users and purposes in mind. Think about their previous practise design and how to improve. Use card, tape, fasteners to build. Evaluation. LO: To design a product (bridge) based on agreed design criteria, with specific focus on the user, purpose and materials. LO: To explore and develop design ideas using construction kits and other materials. LO: To make a bridge using construction kits, new and reclaimed materials or any combination of these.	Structures Evaluate bridges -What looked good about your bridge? -How strong was the bridge? -How could it be better? -What would you do next time? What jobs are there to do with building structures?

	(Direct 3 Billy Goats around our school grounds)
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P.E Rackets, Bats and	The focus of the learning is for pupils to explore using a racket	The focus of the learning is for pupils to develop their ability to	The focus of the learning is for pupils to continue to develop their	using paper/ card and tape where necessary to make joins. The focus of the learning is for pupils to explore hitting (pushing) a ball	LO: To evaluate their product against the original, agreed design criteria End point : Construct a bridge for the billy goats The focus of the learning is for pupils to develop hitting (pushing) a ball	The focus of the learning is for pupils to continue to develop their
Balls	and a ball together. Pupils will explore moving the ball using the racket, beginning an understanding of how and why we keep the ball close and controlled.	keep a ball controlled using a racket and to apply this understanding. Pupils will continue to develop an understanding of why moving a ball into a space is so important	ability to keep a ball controlled using a racket. Pupils will continue to apply their understanding of why moving a ball into a space is so important to evade defenders.	using a racket accurately. Pupils will begin to understand why we need to aim at a target when hitting (pushing) the ball.	using a racket accurately. Pupils will develop their understanding of the importance of being accurate as they apply their skills.	ability to hit (push) a ball using a racket accurately. Pupils will apply their understanding of accuracy in a variety of games.
PE Balls Skills Feet	Recap prior learning from EYFS, what do pupils remember? The focus of learning is to recap the different ways of using our feet to move with a ball. Pupils will develop their understanding of the meaning of the word, 'control,' and why it is important to keep the ball close to them.	The focus of learning is to develop using our feet to move with a ball. Pupils will develop using the inside and outside of their feet to dribble the ball.	The focus of learning is to apply dribbling with our feet into games. Pupils will apply their dribbling technique, keeping the ball away from their opponents.	The focus of learning is to consolidate pupils understanding of where to dribble and why. Pupils will develop their dribbling technique keeping the ball away from their opponents and begin to understand the consequences of what happens if they do not dribble into space, keeping the ball close to them.	The focus of learning is to explore kicking (passing) a ball. Pupils will work with a partner and begin to understand how to kick a ball towards a target. Pupils will begin to understand why we need to be accurate when kicking (passing) a ball.	The focus of learning is to develop pupils kicking (passing) technique applying this into a game to score points. Pupils will develop their understanding of why we need to be accurate when kicking (passing) a ball. Pupils will be able to collaborate and work together in a team.
Music Jo D	music, dynamics and tempo Children use their bodies and instruments to listen and respond to pieces of classical music that represent animals. They learn and perform a song as a class and compose a short section of music as a group, with a focus on dynamics and tempo.	Lesson 1: Classical music, dynamics and tempo: Percussive animals After moving expressively in response to music, children then embody animals, before exploring how different instruments can be used to represent themLearning objective	Lesson 2: Classical music, dynamics and tempo: Singing animals Listening and moving to classical pieces of animal themed music and learning a song from memory as a class Learning objective To sing a song in sections National curriculum	Lesson 3: Classical music, dynamics and tempo: Performing animals Clapping the syllables to simple rhythms, children develop their understanding of rhythm, then transform the song from Lesson 2 into a performance with the addition of dynamics and percussion Learning objective To perform a song	Lesson 4: Classical music, dynamics and tempo: Composing animals Using percussion instruments, the children create a class improvisation of a piece of music representing a tortoise, eagle, cheetah and an eagle, focussing on improving the overall sound through their timing, tempo and dynamics	Lesson 5: Classical music, dynamics and tempo: The story of the lion In response to a story, children work in groups to create compositions for sections of the story, selecting appropriate instruments and focusing on tempo and dynamics, before joining their pieces together to perform as a class Learning objective



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		To use percussion and my body expressively in response to music National curriculum - Experiment with, create, select and combine sounds using the inter-related dimensions of music.	- Use their voices expressively and creatively by singing songs and speaking chants and rhymes	National curriculum - Use their voices expressively and creatively by singing songs and speaking chants and rhymes.	To use instruments to create different sounds National curriculum - Experiment with, create, select and combine sounds using the inter-related dimensions of music.	To create and choose sounds National curriculum - Play tuned and untuned instruments musically.
PSHE JIGSAW Unit Relationships Sandal Root of Learning: Working Together	FamilyI can identify the members of myfamily and understand that thereare lots of different types offamiliesI know how it feels to belong to afamily and care about the peoplewho are important to me	<u>Making Friends</u> I can identify what being a good friend means to me I know how to make a new friend	<u>Greetings</u> I know appropriate ways of physical contact to greet my friends and know which ways I prefer I can recognise which forms of physical contact are acceptable and unacceptable to me	People Who Help Us I know who can help me in my school community I know when I need help and know how to ask for it	Being My Own Best Friend I can recognise my qualities as person and a friend I know ways to praise myself	Celebrating My Special Relationships I can tell you why I appreciate someone who is special to me I can express how I feel about them
Computing Coding and computational thinking Art and digital images Gill H	 Animated story books-Drawing and creating To understand the differences between traditional books and eBooks. To explore the tools of 2Create a Story's My Simple Story level. To save the page they have created. 	 Animated story books -Animation To add animation to a picture. To play the pages created so far. To save the additional changes and overwrite the file. 	 Animated story books -Sound and more To add a sound effect to a picture. To add a voice recording to the picture. To add created music to the picture. 	 Animated story books -Making a story To add a background to the story. To demonstrate a good understanding of all the tools they have used in 2Create a Story and use these successfully to create their own story. 	 Animated story books -Copy and paste To use the copy and paste feature to create additional pages. To continue and complete an animated story. To create a class display board of the story books created by the class. 	 Spreadsheets To understand what a spreadsheet looks like. To be able to navigate around a spread sheet and enter data. To learn new vocabulary related to spreadsheets.
RE Christianity Islam Focus question: How and why do we care for others? 	 Who do we care about? Who do you care about? Bring in a photograph of someone you care about – use this to discuss and explore ways in which you care for others and why. Pupils look at a picture of someone caring for someone else. Explore what has happened before the picture, how both people feel and how one person is caring for the other. Why do you think they are caring? Extend this by looking at a range of pictures with different forms of caring. Pupils create freeze-frames of caring scenarios. Who is in the 	 Why do Christians care for others? The parable of the Good Samaritan (Luke ch 10 vv25-37). Read the story and/or act it out. Discuss questions with pupils such as: Who cared and who ignored the injured man? Why do you think they ignored him What did the Samaritan do to help? What would you have done? What was Jesus telling Christian to do? Computing Link 	 Why do Christians care for others? The Lost Son (Luke, ch15 vv11ff). Read, act, question and discuss. Invite the children to think about why Jesus told the parables. Explore how the stories encourage people to care for others. Draw a life size outline of a child and display on the wall. Inside the outline include words, pictures and stories demonstrating ways people follow the example Jesus talked about. 	 Why do Muslims care for others? Share the story of 'Seven New Kittens' by Gill Vaisey, which tells the story of Prophet Muhammad helping the kittens and reminding his friends that Allah asks his followers to care for all living things. An alternative is, 'The Baby Birds' by Gill Vaisey. Thisn tells the story of Prophet Muhammad helping the birds and reminding his friends that Allah asks his followers to care for all living things. Discuss these stories with pupils and explore questions they raise, for example: 	 Why do Muslims care for others? Recap stories from previous week. Another example of caring from the Qur'an is the story of Prophet Musa [Moses] and the girls at the watering hole. This story is about the prophet Moses from Jewish and then Christian traditions as well. Draw a life size outline of a child and display on the wall. Inside the outline include words, pictures and stories demonstrating ways people follow the example Prophet Mohammed talked about. Invite the children to think about why Muslims tell stories about caring. Explore how the stories 	How can I show I care for others? How and why do people of faith care for others? Work with the pupils on one or more scenarios about caring. Set the scene, think about possible alternative responses. Consider what the Christian and Muslim stories tell us about what should be done in these situations. Pupils could draw the situation and write captions about they would do to show they care and why they would do this. Some pupils might include ideas about what Jesus or Prophet Muhammad might teach. Give pupils a heart shaped piece of paper. They discuss and write in three practical ways they could



freeze-frame, why and how is	Create a story board of the Good	•	What was most important	encourage people to care for
someone caring?	Samaritan on Purple Mash.		for Prophet Muhammad?	others.
		•	How did he show care?	
Read 'The Rainbow Fish' or		•	What would you have	
'Can't You Sleep Little Bear'-			done?	
		•	How might we care for	
•			people in the same way?	
print to record now we care.				
			done? How might we care for	

r	make the classroom a more caring	
	place. Be specific.	