English

- Sequencing events based on the Great Fire of London
- Create bank of adjectives and time connectives
  - Plan and write a recount
  - Identify poetic features
  - Recite and perform poetry
- To use a thesaurus to uplevel adjectives
  - To plan and write a shape poem.
  - Identify features of instructions
- Plan and write a set of instructions

Maths

- Counting from 20 to 50
  - Counting in 10s
  - Making groups of 10
- Partitioning a number into 10s and 1s
- Using and estimating on a number line to 50.
- Comparing height and length and measuring in centimeters
  - Compare capacity

History

- To know that the Great Fire of London happened in 1666 (which was in the 17th century).
- To know that Samuel Pepys was a significant individual.
- To use historical artefacts to find out about the Great Fire of London.
- To identify key dates, events, and consequences of the Great Fire of London.

Science

- To know that humans have a skeleton. A skeleton helps us to move and protects vital organs.
- Humans have five senses: smell, taste, touch, sight, and sound.

Spring 2

Year 1

Great Fire of London

RE

- Know why Christians celebrated Jesus' arrival
- Role-play the Easter story
- Know how Christians welcomed Jesus' on Palm Sunday
- Sequence the Easter story

Design and Technology

- To learn the method of how to make bread.
- To practise specific skills such as mixing and kneading.
- To make a loaf of bread.

PE

- To understand the role of defenders and attackers
- To recognise who to pass to and why.
- To move towards the goal with a ball.
- To support a teammate when playing in attack.
- To move into a space showing an awareness of defenders.

PSHE

- Identifying ways to keep healthy
- Explain how to make healthy choices
- Know how to keep clean and healthy
- Know how medicine can help me and how to use it safely.
- Explain how to cross the road safely.

Computing

- To know how to sort, collate, edit and store simple date.
- To create an e-book by adding animation, sound and backgrounds.

Music

- To learn and perform a song using an untuned instrument.
- To learn and perform a song, using a graphic score.
- To learn and perform a song.