



English

- To write a recount about an experience.
- To use adjectives.
- To describe a setting using adjectives.
- To use 'and' to join clauses.
- To write a diary entry.
- To use capital letters for names of people, places, days of the week and the pronoun 'I'.
- To identify features of an information text.
- To write an information text.
- To add a verse to a poem.

Maths

- To understand value of numbers to 20.
- To identify one more and one less to 20.
- To estimate on a number line to 20.
- To compare numbers to 20.
- To find doubles within 20.
- To find related facts to 20.
- To find missing number problems within 20.
- To use subtraction to find the difference.

Geography

- Identify human and physical features in London.
- Describe landmarks in London.
- Identify and explain the importance of green spaces in London.
- Use aerial photographs to help find landmarks using directional language.
- Explain how the geographical features of London have changed over time.

Year 1 - Spring 1

London

Science

- To identify the different animal groups and their characteristics.
- To compare different animal groups: mammals, birds, amphibians, reptiles and fish.
- To identify which animals are pets and which live in the wild.



RE

- To explore what philosophy is and what it tells us about how to live well.
- To consider where non-religious people turn to for guidance in life.
- To discuss what the Golden rule is and how it helps to guide religious and non-religious people.

Art and Design

- To understand and recognise artwork by Rothko.
- I can compare and contrast artwork by Rothko and Emma Burleigh.
- To practise painting skills.
- I can create artwork inspired by Rothko.
- I can explain what I like about my artwork and why.

PE

- To explore movements such as balancing and jumps.
- To explore basic shapes straight such as tuck, straddle, and pike.
- To perform balances making my body tense, stretched, and curled.
- To perform balances by linking actions to create a sequence.

PSHCE

- To set simple goals and identify things I do well.
- To set a goal and find ways to achieve this goal.
- To know how to tackle a new challenge.

Computing

- To understand what the buttons on a floor robot do.
- To give instructional directions.
- To program a series of instructions.

Music

- To identify if a song is loud/quiet or fast/slow.
- To sing a simple song from memory.
- To understand what improvisation is by creating a class improvisation.