

**Science: MATERIALS**

- 1) Ask suitable questions about objects.
- 2) Describe materials in terms of senses.
- 3) Identify different objects made of the same materials.
- 4) Identify and name a variety of everyday materials including wood, plastic, glass, metal, water and rock.
- 5) Describe the simple physical properties of a variety of everyday materials.
- 6) Identify and name properties of materials.
- 7) Identify some objects that are attracted to a magnet.

**SEASONAL CHANGES**

- 1) Observe changes across the winter/spring seasons.
- 2) Observe and describe weather associated with the seasons and how day/night lengths varies.
- 3) Observe the difference/changes in plant.
- 4) Observe availability of different plants and fruits.

**Computing:****We are painters**

- 1) To research children's book illustrators.
- 2) To story map my ideas.
- 3) To use a range of tools in a paint program
- 4) To use and apply my knowledge of software to a range of programs.
- 5) To understand how to stay safe when using digital media.

**We are collectors**

- 6) To use search engines to find images.
- 7) To begin to understand copyright
- 8) To present my work in a visual and exciting way.
- 9) To understand how to stay safe when using digital media.
- 10) To navigate the computer network to locate stored images.
- 11) To save files in a specified location.

**History:**

- 1) Use words and phrases such as: a long time ago, recently, when my parents/carers were children to describe the passing of time.
- 2) Label time lines with words or phrases such as: past, present, older and newer.
- 3) Ask questions such as: What was it like for people? What happened? How long ago?
- 4) Use artefacts, pictures, stories to find out about the past.
- 5) Recount changes that have occurred in their own lives.

**Geography:**

- 1) Explore toys from around the world and identify differences and similarities in design and purpose.

**Programme of Study**

Topic: TOY STORY

Year: 1

Term: SPRING

**Art and Design:**

- 1) Use drawing to develop and share ideas and imagination. (Drawing)
- 2) Develop a wide range of design techniques using colour, line, shape and form. (Drawing / Painting/Collage).

**Design and Technology:**

- 1) Generate ideas through talking and drawing.
- 2) Select and use tools and equipment to perform practical tasks (cutting, shaping, joining and finishing).
- 3) Explore and use mechanisms (levers, wheels and axles).

**RE – Islam: Muslim beliefs****Christianity: Jesus's life**

- 1) Identify how they have to make their own choices in life
- 2) Explain how actions affect others
- 3) Show an understanding of the term 'Morals'
- 4) Name some religious symbols
- 5) Explain the meaning of some religious symbols.

**Physical Education:**

- 1) Master basic movements including running, jumping, throwing and catching, including co-ordination.
- 2) Develop simple team tactics for attacking and defending.
- 3) Master basic movements including running, jumping, throwing and catching, including co-ordination.
- 4) Participate in relays.
- 5) Develop simple team tactics for attacking and defending.
- 6) Perform dances using simple movement patterns
- 7) Develop balance

**Music:**

- 1) Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- 2) Play tuned or untuned instruments musically.
- 3) Listen with concentration and understanding to a range of high-quality live and recorded music.
- 4) Experiment with, create, select and combine sounds using the inter-related dimensions of music.

**Trips, Visitors and Outdoor Learning:**

- Little angel puppet theatre
- Church trip
- Vestry House
- Toy Museum and workshop