

English – Our texts for the term will be 'Leaf' by Sandra Dieckmann and 'Stuck' by Oliver Jeffers.

- Daily phonics sessions
- Revisiting phase 4 phonics and starting phase 5
- Role-play and storytelling through drama
- Writing labels
- Poetry (using the Sound Collector)
- Recount
- Setting description

#### History

- To learn about a significant individual from the past - Neil Armstrong.
- To learn about a significant individual from the past – Tim Peake
- To learn about a significant individual from the past – Mae Jemison
- To observe changes in space travel.

#### Maths

- Place value to 20
  - sorting and counting objects
  - reading and writing numbers to 10,
  - finding one more and one less
  - ordering numbers up to 20.
- Addition and Subtraction
  - Fact families
  - Number bonds to 10
  - Taking away and find how many is left
- Time: Days and Months
  - To recognise and name days of the week
  - To recognise and name months of the year.

## Curriculum Web

## Space Explorers

## Year 1 – Term 1

#### Science: Human body (Ourselves)

- Learning about our bodies by using drawing and labels.
- Explore our senses by asking simple questions and make simple observations.

#### PSHE:

##### Being me in my world:

- learning how to feel special and safe in my class.
- knowing that I belong to my class.
- knowing how to make my class a safe place to learn, discussing achievements and consequences.

#### Hook for Learning:

- Magic Box

#### Art

- Understand what a sketchbook is and how to use it.
- Begin to draw from observations.
- Explore a range of art mediums.

#### PE:

- Basic movement - Jumping, dodging and running.
- Ball skills – catching, throwing, rolling and bouncing.

#### Fabulous finish to the topic:

- A space art gallery

#### Value of the term:

- Respect

#### RE: Christianity

- Harvest
- Christianity and the story of creation.

#### ICT skills in Computing:

- E-safety
- Computing systems and networks – Technology around us.

#### Music:

- Pulse and Rhythm (My favourite things).