

Woodlands Park Half Termly Overview

Year Group: Year 1

Term: Spring 2

Maths – Core Objectives / Components

Number and Place Value – Numbers to 40

- Count and write numbers to 40 by making 10 using a ten frame and place value cards
- Count in multiple ways including counting by 2, 5 and 10.
- Understand that digits represent tens and ones.
- Use place value to compare two or three numbers and determine which number is bigger/smaller; to arrange three numbers in order of size.

Addition and Subtraction Word Problems

- Decide whether addition or subtraction is the most appropriate operation.
- Use number bonds to make 10 when adding.
- To use pictorial representations to help solve word problems.

English - Core Objectives / Components

Children start every day in their RWInc groups for 45 minutes to develop their reading and some elements of the writing curriculum.

In addition, reading, writing, spelling, grammar, punctuation and handwriting objectives will be taught through the following sequences this half term:

Lost in the toy museum

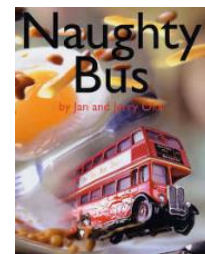
By David Lucas



To write a diary of a week in the museum.

The Naughty Bus

By Jan and Jerry Oke



To write a story about the adventures of a toy vehicle

Science

Plants

- Identify and describe the basic structure of a variety of trees
- Identify a variety of common deciduous and evergreen trees.
- Identify and describe the basic structure of a variety of common flowering plants.

History

What were toys like in the past?

- To compare toys from the past
- To understand how toys from the past were used from listening to visitors
- To understand that toys used by our grandparents are from a long time ago and that Florence Nightingale and the Crimean war was further into the past
- To understand that some toys from the past are the same today, some are similar and some are completely different
- To understand why some toys from today weren't invented when grandparents were children



PE	Computing	Art
<p data-bbox="169 309 493 338"><u>Invasion Games – Football</u></p> <ul data-bbox="108 383 523 741" style="list-style-type: none"><li data-bbox="108 383 523 472">• Improve the way they coordinate and control their bodies and a range of equipment.<li data-bbox="108 479 523 539">• Remember, repeat and link combinations of skills.<li data-bbox="108 546 523 607">• Choose, use and vary simple tactics.<li data-bbox="108 613 523 674">• Recognise good quality in performance.<li data-bbox="108 680 523 741">• Use information to improve their work.	<p data-bbox="587 309 1010 409"><u>To create a picture on digital programme ‘paint’ of a springtime scene.</u></p> <ul data-bbox="576 454 1010 678" style="list-style-type: none"><li data-bbox="576 454 1010 577">• Choose appropriate tools in a program to create art and making comparisons with working non-digitally.<li data-bbox="576 584 1010 678">• Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	<p data-bbox="1241 309 1345 338"><u>Painting</u></p> <ul data-bbox="1043 383 1474 734" style="list-style-type: none"><li data-bbox="1043 383 1474 506">• Use drawing, painting, and sculpture to develop and share their ideas, experiences, and imagination.<li data-bbox="1043 512 1474 636">• Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space.<li data-bbox="1043 642 1474 734">• Learn about the work of Yvonne Coomber and make links to their own work.