

Kangaroos & Didgeridoos



Art and D&T

-Finding out about aboriginal art and making our own (including aboriginal paintings of Australian animals, using aboriginal symbols to paint stories & understanding pattern and shape through dot painting). -Designing and making our own didgeridoos. -Designing and making our own boomerangs. -Follow a recipe to make 'lamingtons', as read about in 'Possum Magic'.

Music

Researching traditional Australian music (long and short sounds) including learning all about the didgeridoo. -Learning to play the didgeridoo and later composing a group piece of music titled 'Wombat Stew and Platypus Pie'. To be able to fit words and actions to familiar songs.

History and Geography

The history of aboriginal people and their lives, making comparisons to life in Australia today. -Understanding the physical features. -Learning to use maps and globes to locate Australia and other continents. Plot route from UK to Australia on map: how would we get there? -Where do people live: cities, towns, suburbs, etc.? -Weather and seasons: compare to our weather and seasons; what is different? What is the same? -Identifying famous Australian landmarks.

Science

Adaptation and variation of animals and habitats (matching Australian animals to their habitats, sorting and classifying) -Plan and carry out a fair test: Kyra the kangaroo was born without a pouch and so needs something to carry her Joey in. Kyra has found some different materials to make a new pouch but needs to know which one to use to ensure that her Joey will be safe. Discuss what properties the pouch will need to have. How will we find out which of the materials has these properties?

Maths

Time
Place value
Addition
Subtraction
Measure
Multiplication
Division
Fractions

Year 1 Spring Term

PE/RE

Gymnastics -
balancing
travelling
Tennis - racket
and ball control
How and why do
we celebrate
special times?

ICT

understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
create and debug simple programs
use logical reasoning to predict the behaviour of simple programs
use technology purposefully to create, organise, store, manipulate and retrieve digital content
recognise common uses of information technology beyond school
use technology safely and respectfully, keeping personal information private;
identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

English

Spoken Language

Read aloud accurately books that are consistent with their developing phonic knowledge. Apply phonetically knowledge and skills to decode words, read accurately by blending sounds, read common exception words, read words containing GPCs, read words with contraction and build fluency and confidence in word reading.

Word reading comprehension

Develop pleasure in reading, motivation to read, vocabulary and understanding by listening to and discussing a wide range of texts, linking what they have read to their own experiences, becoming familiar with text and retelling them, recognising and joining in with predictable phrases, recite poetry by heart and understand meaning of books they can read and books they can listen to.

Vocab, Grammar and Punctuation Develop understanding of finger spaces, joining words and joining sentences, beginning to punctuate sentences, using a capital letter for nouns and personal pronoun I.

Composition Write sentences saying aloud what they are going to write. compose a sentence orally, sequence sentences and re-read what they have written to check that it makes sense.

