

Science: Living Things

- identifying and classifying things
- sorting living things, once alive and never alive
- exploring food chains

**Geography:**

- continents, countries and capital cities
- exploring modes of transport
- finding out about the countries and cities Barnaby Bear visits (England, France, India and one of our own interest)

**PSHE:**

- exploring our value of thoughtfulness
- designing posters and writing a recipe for thoughtfulness as a class / in groups
- considering the story of The Good Samaritan (RE links)

**English:**

The Three Billy Goats Gruff – writing what happens next to the Billy Goats Gruff after they have crossed over the bridge. Barnaby Bear Visits London – imagining the landmarks that Barnaby might see when visiting London and the different modes of transport he might use. Poems from Around the World – learning and performing different poems. Newspaper report – looking at how a newspaper report is different to a story, producing our own class paper.

**Computing:**

Year 1 unit – Introduction to Data
(YEAR A)

Key Stage 1**Spring term – 1st Half****Barnaby Bear Around the World****DT:**

- designing and making a T-shirt for Barnaby Bear
- cutting and joining fabric (sewing)

**RE:** Believing (Judaism)

Why do Jewish families talk about repentance at New Year?
- what does it mean to say sorry? How can we show that we are sorry?
- the story of Jonah and the Whale
- how do Jewish people celebrate New Year?

**PE:**

- Invasion games
- ball skills
- playing games such as 'dishes and domes' and 'hoops'
- Dance
- listening to music from around the world.
- looking at traditional dances and incorporating movements from them into our own.

**Music:**

- listening to music from around the world (World Playground CD) describing music using the inter related dimensions vocab.
- focus on 'Pitch' (giraffes and ants game, blast off)
- listening to music with changes in pitch e.g. Rossini's William Tell Overture (glissando)

**Maths:**

- continuing to follow the White Rose Maths Mastery Scheme

Active Maths:

- ordering numbers (hunt the numbers and then get into the correct order) explore the numbers using <, > and = signs
- making a 'Human Clock'
- grouping people – getting into groups of 2s, 5s, 10s etc, counting in multiples to find the total.

