



Year 1 Spring 1 Memory box Why is Frank Hornby famous?



English

Genre: Traditional Tales, Recount and Instructions

Key Text: Little Red Riding Hood

We will be learning to:

- Read a range of traditional tales and alternative versions.
- Identify the main events in traditional tales, sequencing them in chronological order using pictures or sentences.
- Identify the beginning, middle and end sequencing through pictures.
- Identify characters, good, bad and their behaviours, motives and write character profiles what they are like.
- Use drama and story props to retell and act out the story.
- Write own version of a traditional tale

Recount

- Listen to personal experiences
- Make a visual time line to order events.
- Write a simple recount through modelled and shared composition.
- Plan, draft, edit and review the recount

Instructions

- Follow instructions.
- Write a sequence of multi-step instructions.

You can help your child by:

Read with your child frequently and complete the weekly homework as this supports the work we are doing in school. Attend the Year One Reading Workshop_to find out how to support your child. Make use of the online library to support reading at home.

• <u>https://ebooks.collinsopenpage.com/</u>

Maths

Focus: Geometry, Number and Place Value and Addition and Subtraction

We will be learning to:

Recognise, compose, decompose and manipulate 2D and 3D shapes

- Compose pattern block images
- Copy, extend and develop repeating and radiating pattern block patterns
- Compose tangram images
- Investigate tetromino and pentomino arrangements
- Investigate ways that four cubes can be composed into different 3D models
- Explore, discuss and compare 2D and 3D shapes
- Identify 2D shapes and 3D shapes

Numbers 0 to 10

- Count a set of objects and match the spoken number to the written numeral and number name.
- Represent the numbers 6-10 using five and a bit structure
- Identify the whole and part of the numbers 6 to 10 using the five and a bit structure.
- Explore the numbers 6-10 using the part whole model and the five and a bit structure
- Explain where 6,7,8 and 9 lie on the number line
- Explain what odd and even numbers are and the difference between them
- Explain how even and odd numbers can be partitioned.
- Partition numbers 6 to 10 in different ways and in a systematic way
- Identify a missing part when a whole is partitioned into two parts.

You can help your child by:

Complete the weekly homework as this supports the work we are doing in school. Make use of everyday maths opportunities such as counting coins, spotting odd and even numbers and playing card games such as higher or lower. Attend the Year One Maths Workshop to find out how to support your child. Make use of Times Tables Rocks Stars <u>https://ttrockstars.com/</u>

Science

Focus: Materials

We will be learning to

- Distinguish between an object and the material from which it is made.
- Identify and name a variety of everyday materials including wood, plastic, glass, metal and rock.
- Ask simple questions and recognise that they can be answered in different ways
- Identifying and classifying e.g. sorting different materials.

You can help your child by:

- Talk about different types of materials in the home.
- What objects are made from and why that material has been chosen eg its suitability?



PE Focus: Gymnastics and Multi Skills

We will be:

- In gymnastics we will be developing balance, agility and co-ordination in solo, partner and group work.
- We will develop jumping, balancing, rolling, travelling, leaps and weight bearing as well as sequence work.
- Copying and exploring basic actions with some control and coordination
- Responding to stimuli using dance actions.
- Linking and repeat basic actions to copy or create and perform a movement phrase in a controlled manner with a beginning, middle and end.
- Learning the importance of a warm up and cool down.

You can help your child by:

- Allowing your child to become independent with dressing themselves.
- Why not sign up for an after school club?



DT

Focus: Construction and Mechanisms – a moving vehicle

We will be learning to:

- Meet the needs of a simple design brief.
- Discuss what product I am designing and making and explain who the product is for and why.
- Look at existing products and talk about what works well.
- Evaluate my product against the design brief discussing what worked well and an improvement.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock ups and, where appropriate, information and communication technology.
- Select from a range of tools and equipment.
- Perform practical tasks including cutting, shaping, joining and finishing.
- Explore and use simple mechanisms such as wheels and axles.
- Develop knowledge as to how structures can be made stronger, stiffer and more stable.
- Create products using wheels and axles.

You can help your child by:

- Look at toys and talk about how they move e.g. wheels, axels, levels and pivot points.
- Talk about the material the toys are made from



RE

Theme: Jesus as a Friend **Concept:** Incarnation



Key Question: Was it always easy for Jesus to show friendship?

Religion: Christianity

We will be learning to:

- Identify when it is easy and difficult to show • friendship and explore when Jesus may have found it difficult.
- What can I learn from religious traditions?
- Should people follow religious leaders and teachings? (Believing/Behaving)

You can help your child by:

• Showing respect for different religions

PSHE

We will be focusing on:

Theme: Dreams and Goals

- Setting goals •
- Identifying successes and achievement
- Learning styles
- Working well and celebrating achievement with a partner
- Tackling new challenges
- Identifying and overcoming obstacles
- Feelings of success

You can help your child by:

Encourage your child to reflect on their school • day.

History – Toys – Changes in Living Memory - Toys

We will be learning to:

- Develop an awareness of the past and present e.g. which toys are from the past and which are from today.
- Fit people/events (4) into a chronological framework.
- Ask and answer questions about the past. E.g. which things are old and which are new?
- Understand some ways we find out about the past.
- Use given sources to learn about the past.
- Use books, videos, photographs, pictures and artefacts to find out about the past.
- Identify some similarities/differences between ways of life at different times. E.g. changes in toys between grandparents and today.
- Sort events/objects/people into groups e.g. then and • now.
- Recall some facts about people/events before living • memory - Frank Hornby (Frank Hornby invented Meccano, wooden toys were from the past, Meccano Factory is local to our area.
- Appreciate that some famous people have made our lives better today - Frank Hornby

You can help your child by: Talking about what toys were played with in your family. E.g.: mum, Grandma.



Music

Introducing Tempo and Dynamics

How does Music Make the World a Better Place?

We will be:

- Learning and exploring tempo and dynamics.
- To use our voices expressively and creatively by singing songs and speaking chants and rhymes.
- Celebrating a wide range of musical styles.
- Listening, singing, playing, composing and performing.

You can help your child by:

Encouraging your child to be musical at home. Use junk materials to make your own instruments and sing songs.





Computing

Focus: Lego Builders

We will be learning to:

- To compare the effects of adhering strictly to instructions to completing tasks without complete instructions.
- To follow and create simple instructions on the computer.
- To consider how the order of instructions affects the result.

You can help your child by:

Remind your child to use technology safely. Remember to make use of Collins E-library to support your child's reading, Times Tables Rock Stars to support Maths and Purple Mash to support all curriculum work. Every child in our school has a unique login to allow them to access a wealth of free fun educational resources to support their learning experience.



