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| **Medium Term Plan**Term: Spring 2 Class: Year 1 Teacher: Challenger/Day |
| **Milestones** |
| 1: Description of Kenyan Village | 2: Book Review | 3: Retell the story | 4: Non-chronological report | 5: (Poetry week) |
| **Writing Genre:** |
| Story Poetry Non-Chronological Instructions Newspaper Report LettersPlay scripts Recount Persuasive Explanation Biography Autobiography |

**Science** :

SEASONAL CHANGE: Spring / comparison

Recording the weather

Working Scientifically: identifying and classifying. Using their observations and ideas to suggest answers to questions

## Art: Link to spring (RE)

## to use drawing, painting to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

**Literacy**

POR: Lila and the Rain

**Geography :**Naming 7 continents and 5 oceans.

Locating Africa on a map.

Comparison of Kenyan village with their local area.

Map skills: plan view, symbols, key, compass directions

**History**  N/A

**RE**

Scheme units on Spring into Easter

**PSHE** Scheme – DATE – what do we put in and on our bodies.

**Music**  Music express / African drumming

Maliswe / Jambo

**D.T.**  Making weather vane and wind chimes

**African Adventure… Splendid Skies**

**P.E.** Gymnastics – rising stars . African dance – video resource

Outdoor – Brilliant ball skills – rising stars

**ICT**  Control technology, programming bee bot to follow a planned route.

**Fantastic Finish**

African Event

**Stunning Start**

Local walk: Spring and geography link.

English

Spoken Language

Word reading

Comprehension

Phonics& spelling

Punctuation

Grammar

Vocabulary

Handwriting and presentation

Composition

Science

Working scientifically

Plants

Animals, including humans

Everyday materials

Seasonal Changes

Religious Education

Learning about religion

Learning from religion

Music

Singing, chants and rhymes

Instruments

Music appreciation

Experiment, create, combine sounds

Physical education

Movement and co-ordination

Dance

Sport and Games

Computing

Organise, manipulate, store digital content

Programming

Uses of technology

E safety

Art

Design and make products

Share their ideas

Develop techniques

Artist, craft makers and designers

Design Technology

Design

Make

Evaluate

Technical knowledge - structures

Technical knowledge - mechanisms

Cooking and nutrition

Geography

Geographical skills and fieldwork

Location knowledge

Place knowledge

Human and physical

History

Local history

Historical Events

Changes in living memory

Significant historical people

PSHE

Physical Health

Keeping safe, managing risk

Identity

Society

Equality

Drugs, alcohol, tobacco

Mental health emotional well being

Career

Financial and economic well being