

## English

### Writing

Recapping skills which we should be accurately applying in Year 1: finger spaces, full stops, capital letters, using the suffixes -ed, -ing, -er, -est, joining sentences together with 'and', spell accurately using a combination of phonics and common exception words, writing strings of sentences which make sense.

### Reading

Practise reading words using phonics from phase 2 -5 and Year 1 common exception words.

Continue to read a wide range of texts using phonics to decode unfamiliar words.

Predict what will happen next.

Ask and answer questions about what they have read.

## Music

**Focus:** Invented Music and instruments.  
Compose your own sound pieces.  
Design an imaginary musical instrument.

## Science

**Focus:** properties of materials  
Describe the simple physical properties of a variety of everyday materials.  
Test, compare and group together a variety of everyday materials on the basis of their simple physical properties.  
Investigate which materials are: waterproof, absorbent, translucent, biodegradable, magnetic.

## History

Consider changes within living memory and changes in national life. eg before and after the invention of the internet, cars, telephones, aeroplanes.

Learn about events beyond living memory that are significant nationally or globally including the first aeroplane flight and other significant inventions.

The lives of significant individuals in the past who have contributed to national and international achievements including Brunel.

## Numeracy

### Multiplication and division.

Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays.

Count in multiples of twos, fives and tens

### Fractions.

Recognise, find and name a half as one of two equal parts of an object, shape or quantity.

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

# Year One Term 5: Inventors and Inventions

## Computing

Use technology to purposefully create, store, manipulate and retrieve digital content.

**Focus:** Stop frame animation.

Look at Wallace and Gromit for inspiration.

## Art/DT

Design and make your own t-shirt/skirt.

Design your own drink.

Make your own playdough.

Make own chain reaction course and film it.

Start a sketch book of your own inventions - make sure it's detailed and labelled.

Junk model your own inventions.

Learn about Leonardo Da Vinci and his 'Vitruvian Man' drawing - draw your own portrait

Design and build a working bridge. Evaluate your construction afterwards.

## PSHE

Mindfulness colouring  
Activities Jar  
Working as part of a (family) team

## RE

Easter Story  
Parts of a Church

## PE

Youtube: Joe Wicks, Cosmic kids yoga, Kidz Bop  
Invent your own dance routine.  
Practice your throwing and catching