



Year 1

Paws Claws and Whiskers

Soft fur, sharp claws and twitching whiskers...What's your favourite animal? One that meows? One that barks? Or maybe one that scurries and slithers?

Maths: The children will be learning time; learning to read clocks to the hour and half past. We will then move on to counting to 100; comparing numbers and making number patterns. Finally, we will consolidate our learning with addition and subtraction word problems.

Music: Children will be learning to create different rhythms and beats using their body parts and other music instruments.

English: Children will be exploring non-fiction books about animals. They will learn how to make notes, captions, ask questions, describe animal features/locations and use this to create an animal fact file. They will also read a traditional tale about a leopard that gained his spots. They will use this as a scaffold to create their own ideas onto a visual story map about a different animal. Then they will write their own story. Children will explore and create their own poems.

Art & Design: Children will be observing and drawing animals inspired by Henri Rousseau, creating prints and collages of animal patterns. We will also be doing sunset silhouette paintings.

RE: Our R.E. topic is salvation; children will be learning about the Easter story. We will also be rehearsing and performing our Easter Play.

Physical development: children will be focusing on invasion games this term. They will become familiar with different shaped and size balls, ways to pass and receive a ball as well as throwing and catching other objects such as bean bags. Children should be able to recognise how their bodies feel when they are active.

Science: In Science, we will be looking at classifying animals by their diets (carnivores, omnivores and herbivores) and habitats. We will be investigating where 'Big Cats' live. This will be linked to our Geography topic of Maps.

Computing: Children will be focussing on planning, testing and debugging a simple algorithm. They will look at a simple set of instructions (directions left and right) to move an object in the programme 2Code.

Geography: children will be using and making maps by describing the physical features they see. They will create their own imaginary map of a zoo.

Homework: Please view homework menu and log on to active learn for additional activities.

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