Topic Web Year 1
Spring 1 2024
Our Toy Story

English - Writing
Non-fiction - Non-chronological reports and information texts.

- Toys (links to history – changes within a living memory)
- Non-fiction writing
- Features of an information text.

Phonics

- Revise phase 3,4 and 5; blending and segmenting phonics to read words and spell.
- Common exception words.

Fiction – Lost in the Toy Museum by David Lucas

- Recount

Science -Everyday materials / Seasons

- Distinguish between an object and the material from which it is made.
- Identify and name a variety of materials, including wood, plastic, glass, metal, water, and rock
- Describe, compare and group together a variety of everyday materials on the basis of their simple physical properties.

History
Toys

- The children will learn how to sort toys as well as Identifying similarities and differences between toys made withing living memory.

PE – Dance and Gymnastics
Dance:

- Perform dances using simple movement patterns

Gymnastics:

- Feedback
- Analysis
- Technique

R.E - How do you live well?
In this unit the children are introduced to the importance of having an identity and a family.

Music- The long and the short of it
To develop children's ability to discriminate between longer and shorter sounds, and to use them to create interesting sequences of sound.

Maths Mastery Scheme

- Time – read, write and tell the time to o'clock and half past on an analogue clock. Sequencing daily activities. Whole and half turns.
- Count, read, compare and order numbers to 50. Describe and complete number patterns.
- Choosing, explaining and modelling addition and subtraction strategies.

D&T - Structures- Making a puppet

- Pupils explore different ways to join fabrics before creating their own hand puppets.
- Working to develop their technical skills of cutting, gluing, stapling and pinning.

PSHE - Dreams & Goals

- Recognise things they do well .
- Explain how they learn best.
- Celebrate an achievement with a friend .
- Recognise their own feelings when faced with challenge

Computing –
Programming A: Moving a robot

- Understand what algorithms are
- How they are implemented as programs on digital devices
- That programs execute by following precise and unambiguous instructions.