

Maths (opportunities to apply)

- Measure and compare weight using non-standard units
- Multiplication and division to solve problems
- Addition and subtraction bonds to 10 and 20 to solve problems
- Subtraction within 20 to solve problems
- Fractions to solve problems
- Properties of shape
- Position and Direction



Literacy

- Labelling parts of the body and main organs
- Information leaflets
- Research posters
- Postcards
- Story sequencing
- Alternative endings
- Poetry and Rhyme
- Report writing
- Mind maps
- Using adjectives linked to using our senses and describing animals

History

- Explore the lives of significant individuals in the past who have contributed to national and international achievements (Florence Nightingale)

Languages

- To revisit and build upon vocabulary using songs, stories and games

PSHE

- To understand a healthy diet
- Personal hygiene and looking after your teeth
- The role of medicine
- Who looks after us



Geography

- To locate countries on a map of the world.
- To locate the animals on the map of the world: where do they live and why?
- Compare and contrast climate/weather



That's Life

Class 4 Yr1 Term 6

Music

- To use their voices to express themselves
- To play tuned and untuned instruments that include ones they have made themselves



Science

- Identify and name a variety of common animals including fish, amphibians, reptiles birds and animals
- Identify and name a variety of common animals are carnivores herbivores and omnivores
- Describe and compare the structure of a variety of common animals (fish, amphibians reptiles birds and mammals including pets)
- Identify name draw and label the basic parts of the human body and say which part of the body is associated with each sense
- Identify and describe the basic structure of a variety of common plants including roots, stem



Art

- To use a range of materials creatively to design and make products (instruments)
- To use drawing, painting and sculpture (observational drawings, self-portraits and clay models of animals)

COMPUTING

- To understand algorithms and coding by writing and following instructions, debug simple programmes
- E - safety



DT- Musical instruments

- To design purposeful functional and appealing products
- To make using a variety of tools and resources
- To evaluate their product



PE

To participate in team games and master basic movements in running, jumping, throwing in athletics



RE- Judaism

To listen to and respond to stories about leaders

Enrichment

Trip to Rare Breeds Centre
Visitors to school - health professional

OBJECTIVES