

Literacy

Mind-map means of transport for land, air and sea
Look at a range of fiction and non-fiction books
Design and describe own vehicle (link to Mrs Armitage on Wheels, turning a normal bike in to an eye-catching contraption)
Make a non-fiction book
Poetry- write a simple verse
Plan a journey
*Books:

Land

Mrs Armitage on Wheels
Emergency!
Journey Home from Grandpa's

Air

Space Song Rocket Ride
The Great Balloon Hullabaloo
Two, One, Zero poem
Mr Mad's Machine poem

Sea

Noah's Ark
A Sailing Boat in the Sky
The Green Ship

RE

Christianity:

Noah's Ark: retell the story
Easter story: explore when, why and how
Easter is celebrated. Easter bonnet parade.

Art and Design

Observation drawing- bring a vehicle in from home
Design and make buggies/planes/egg drop parachutes etc
Space Song Rocket Ride
Art workshop with visitor
Clay modelling

ICT

E safety
Beebot
Stop watches: bike race, car race with vehicles
children bring from home
Interactive pictogram

**Ready Steady Go...
Land, Air and Sea!!
Year 1**

Term 4

Our topic grows and develops from the children's ideas and interests throughout the term.

History/Geography

◆ Looking at transport through times: land, air and sea
How does balloon/plane move?
How do boats/ships move?
How do cars and carts move?
How do bikes and cars move?
Where can they travel to and how
Celebrate St Patricks Day
Transport now and then- looking at changes through history.
Why use ships instead of planes etc now in present day.
Look at transport used in different countries

Maths

Ordinal numbers in sports activities
Measure- distances/speeds/timing laps on timers/
Traffic surveys- representing data in different ways- tally charts/pictograms etc
Money to solve problems: recognise coinage, count in 2's 5's and 10's, pay for items.
Time: tell the time to the hour and half past the hour, draw hands on a clock, sequence events, solve problems.
3D shape: name and describe cuboids, cubes, spheres and pyramids, make models, follow repeating patterns, vary orientation of shapes.
Fractions to solve problems: find half of an object, shape, number and quantity, recall doubles up to 10, solve one step problems.
Multiplication and division: count in 2's, 5's and 10's, use practical apparatus to show groups of 2, 5 and 10, solve problems using arrays and

PE

Team games
Dance
Movement to music- travelling like a lorry, bike, aeroplane etc.

Science

Forces: finding out how things move, push and pull, explore the effect of strength, make predictions, carry out a fair test, analyse results.
Test which materials float and sink.

Enrichment-

-Creative Week: designing and painting a big red bus with visitor/artist
-Tractor visit
-RAF museum, Manston
-Day based around children's vehicle brought from home

