

Year 1/2
Spring 1 2018

Numeracy

2D and 3D shapes - make a fairy tale castle

Odd Numbers in fairy tales - Three Little Pigs, Three Billy Goats Gruff, Three Wishes, Seven Dwarfs

Patterns - Repeating patterns of beads to make Cinderella's jewellery

Create a giant clock and play 'What's the Time, Mr. Wolf?' Generate time problems (differences in time) linked to stories e.g. The Three Pigs' timeline.

Science

New Life / Habitats - The Ugly Duckling
Living things and their habitats

Computing

Use Explain Everything (iPad App) to retell Fairy Tales
Use programs such as; Purple Mash 2Publish+, 2create a story, Textease Publisher, Book Creator (iPad App), and their differing layouts to create Traditional Tales
Use Book Creator on iPad to make a book of stories or Scribblitt <http://scribblitt.com> to publish the best or group of stories

Beebots

Accurate Algorithms

Art Design/Design and Technology

3d form using clay
The Extraordinaires Design Project - Fairy

Princes and toads



P. E

Dance

Explore different basic body actions , skills and create movement patterns in response to various stimuli
Create, practice and repeat their own movement phrases with a beginning, middle and end
Discuss different stimuli and explore ideas, moods and feelings to extend their movement phrases
Create short dance phrases that express an idea, mood or feeling, with control, coordination and spatial awareness

Outdoor

Hockey -passing and dribble skills.

Geography

N/A

History

N/A

Music

Sound Effects -
Tempo, Structure, Duration, Dynamics

PSHE/RE

Compare moods and actions of others. Look carefully at facial expressions and observe body language.
Bullying and fairness (British Values)

Literacy

Traditional stories and fairy tales.
Labels, lists, captions and instructions.

Year 2 -word play
Year 1- stories with predictable and patterned language.