

# Year 1 Topic Planner

Spring Term 2017/18

## Maths

Learning number stories and bonds to 10 and 20 (addition and subtraction).  
Counting in 10's, 5's and 2's.  
Recognising and naming common 2D and 3D shapes.

## History

Develop an awareness of the past through finding about changes within living memory by comparing how transport and travel have changed over time.  
Become aware of the lives of significant people in the past by researching great space explorers and astronauts such as Tim Peake, Neil Armstrong and Buzz Aldrin.

## Music

Using our voices expressively and creatively by singing songs and speaking chants/rhymes by singing all about space and using instruments for accompaniment.

## Art

Developing a wide range of art and design techniques in using colour, pattern texture, line, shape, form and space through designing and creating paper mache planets to create a solar system, looking carefully at the size, shape, colour and texture of each planet.

# Space

# Invaders

## Literacy

Our main text this term is *Whatever Next!* by Jill Murphy. Through this text we will focus on story telling, story writing, poetry and interviews.  
Through additional texts we will be reviewing letter writing and fact files.  
We will continue to develop our spelling, punctuation and grammar; focusing on the use of exclamation marks and question marks to add varied punctuation to our work.  
Phonics will remain a part of our daily timetable as we move through Phase 4 and begin to look at the Phase 5 sounds.

## Science

Performing simple tests and using ideas to suggest answers to questions.  
Describe the physical properties of a variety of everyday materials and relate this to finding suitable materials for activities of different purposes.

## Geography

Identify the seasonal and daily weather patterns.  
revise simple compass directions (North, South, East and West) and locational language (far and near, left and right).  
Describe the location of features and routes on a map.

## Design and Technology

use recycled materials to plan, design and make a new rocket.  
Discuss how to make structures stronger, stiffer and more stable based on design criteria. generate, develop, model and communicate their ideas through talking, drawing and templates.

