Science

As Scientists, we will...

- Look at dental health.
- Consider healthy and unhealthy foods and what makes a healthy diet and the importance of exercise.
- Personal hygiene and keeping clean.
- Thinking about well-being and our feelings and emotions.



For spiritual and moral development, we will...

- Consider why does Easter matters to Christians.
- Recognise that Incarnation and Salvation are part of a 'big story' of the Bible.

RE

Tell stories of Holy Week and Easter from the Bible.



English Reading

As Writers, we will...

 Form simple sentences confidently.

Writing

Independently use capital letters, finger spaces and full stops in writing.

As Readers, we will...

- Read Write Inc. Develop storu language around the topic we are learning about in D&T.
- Read story books matched to our phonic ability.





Maths

for Year 1 children.

Length and Height.

Mass and Volume.

• Look at place value within 50

• Continue learning about 2D

and 3D shapes in Reception.

As mathematicians, we will:



St. Matthew's CE (Aided) Primary School and Nursery Centre

Half-termly Curriculum Map for R1LJ

Spring 2 2024 – Saint Teresa (R/1)

'Shade and Shelter'

PSHF

As members of our community, we will...

- Set simple goals.
- Think about how I learn best.
- Think about how to work well with a partner.
- Tackle a new challenge and understand this might stretch my learning.
- Know how I feel when I see obstacles.
- Discuss how I felt when I succeeded in a new challenge and how I celebrated it.

Music

As musicians we will...

- Listen and appraise songs of the same style.
- Take part in musical activities.
- Perform songs.

Computing

As computing scientists, we will:

- Label and group data.
- Make different groups.
- Compare groups of data.

As multi-skilled athletes, we will...

- Develop skills using apparatus.
- Develop throwing and catching

D&T

As design and technologists, we will:

- Evaluate existing products and identify the strengths and weaknesses.
- Engage in focused practical tasks to develop skills.
- Design a product following design criterion.
- Make a product following the design and using skills from FPT's.
- Evaluate the design.







- Join in with team games.
- - skills.

