

ART

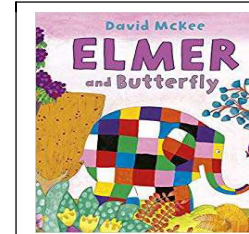
- Use a range of materials
 - Use drawing, painting and sculpture
 - Develop techniques of colour, pattern, texture, line, shape, form and space
 - Learn about a range of artists, craft makers and designers
- ## MUSIC
- Sing songs and speak chants and rhymes
 - Play tuned and untuned instruments musically
 - Listen to and understand a range of live and recorded music
 - Make and combine sounds

NUMERACY

- Count in multiples of 2, 5 and 10.
- Solve one step problems involving multiplication and division.
- Recognise, find and name a half.
- Recognise, find and name a quarter.
- Describe position, direction and movement, including whole, half, quarter and three quarter turns.
- Count to and across 100 forwards and backwards beginning with 0 or 1 or from any given number.
- Count read and write numbers to 100 in numerals.
- Given a number, identify one more and one less.
- Use the language more than, less than, most, least.
- Recognise and know the value of different coins and notes.
- Sequence events in chronological order.
- Tell the time to the hour and half past.
- Measure and record time.

NOVEL STUDY

Elmer and Butterfly by David McKee



MAIN OUTCOME

Decorated Elmer for display in St. Oswalds Elmer trail.

How can we be more like Elmer?

PSHE / RE
 Importance of kindness
 How to be a good friend.
 Places of worship – compare and contrast two places of worship
 Creation stories
 Noah's ark.

T4W – How to wash a woolly mammoth

Innovate – wash an elephant

Invent – Letter to Elmer about how to look after a butterfly.

LITERACY

- Discuss the meaning of unfamiliar words with others.
- Know that stories can have similar patterns of events.
- Make links to other stories.
- Answer retrieval questions.
- Use information from the text to support opinions
- Answer questions which fill the gaps in a story.
- Apply phonics skills when reading and writing.



T4W – Elmer and Butterfly (shorted form)

Innovate – different animal helps Elmer

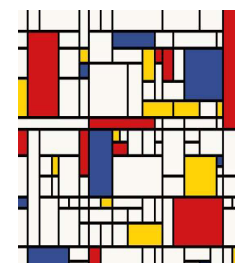
Invent – Meeting tale

GEOGRAPHY

Name the UK's countries, seas and capitals, Use basic geographical vocabulary to describe physical and human features, Use the four points of the compass and locational/ directional language

HISTORY

Significant events (national and international) beyond living memory • The lives of significant people (some paired to compare



SPAG

Spell words that use suffixes -ed, er, ing, est.
 Attempt to use conjunctions.
 Begin to use adjectives to add detail to sentences.
 Spell common exception words for year 1
 Use capital letters for names of people, places and days of the week.

Science

Identify, name, draw and label parts of the human body; associate body parts with senses
 Identify and name common animals, and describe and compare their structures
 Identify and classify
 Suggest answers to questions
 Gather and record data

PE

Master and apply basic movement skills
 Participate in team games

DESIGN TECHNOLOGY

- Explore and use mechanisms (e.g. levers, wheels)
- Prepare dishes using principles of a healthy diet •
- Understand where food comes from

ICT

Create, organise, store, manipulate and retrieve digital content
 Recognise uses of IT beyond school
 Communicate online safely and respectfully

WOW/IMMERSION

Trip to Seven Stories to see Elmer display.
 Visit from St Oswalds to introduce Elmer
 Elmer surprise arrival
 Elmer birthday party