

Enquiry Curriculum Map YEAR 1 TERM 4

This map shows areas of study for Year 1 and gives you a flavour of the questions we will be investigating. Within each area the learning and expected outcomes will be scaffolded appropriately for your child.

Engineers and Scientists

Observe how things move. Investigate how animals move within our school and local area.

Make paper mechanisms including, levers, pivots and sliders.

Make and test different moving parts before finalising ideas and making class 'pop-up book.'

Computer Engineer

Grouping data
Exploring object labels, then using them to sort and group objects by properties

PE

Basketball
Dance and Movement

Writer / Author

Write neat letters that are correctly formed and sentences that can be easily read back.

Show letters of the correct size with most sitting neatly on the line and tall letters clearly shown and letters that go below the line clearly shown.

Write sentences with clear finger spaces between each word.

Add a capital letter at the beginning of each sentence and a full stop at the end. Begin to use question marks and exclamation marks.

Use the word "and" to join two ideas in the same sentence.

Persuasion: Write sentences to persuade others.

Fact file: Write facts about animals and places and the changing seasons.

Letters: Write letters to and from story characters.

Recounts: Retell traditional tales and stories with a twist.

Artists

Look at the work of Artists Romero Britto and Piet Mondrian and consider the use of contrasting colours and the shape of bold lines.

Use paints and marker pens to make own pictures inspired by the work of the artists studied.

Design illustrations for class pop-up book.

Enquiry Questions:

How does Wick change in spring?



How do we move around?



Mechanisms



Scientist

Observe how spring weather changes and how day length varies.

What changes can be seen in nature?

What moves around us?

Mathematician

Tell the time to the hour and half past.

Recognise the value of coins and notes up to the value of £10. Find the total value of a set of mixed coins.

Say the names of the days of the week and the months of the year in order.

Simple multiplication and division involving counting groups and in steps of 2, 5 and 10 objects.

Identify missing numbers on a number track and within sums.

Draw a number line up to at least 10 and write the numbers in the correct places.

Know the mid-point on a number line.

Know that one more or one less than an odd number, is an even number and that 2 odd numbers combine to make an even number.

Know that 2 even numbers can be partitioned into 2 even numbers or 2 odd numbers.

Solve 'first, then, now' stories involving adding and subtracting two even or two odd numbers within 10.

Measure using centimetres.

Musician

Compose an accompaniment using tuned percussion, playing chords, and creating sound effects.

Sing clearly articulated words, smoothly and together in time.

Match voices accurately in a singing game.

Listen to the music and create a 'minibeast'-inspired dance.

Philosopher: RE

What is the Good news that Jesus brings?
Ask some questions about believing in God and offer some ideas of their own.

Philosopher: PSHE

Healthy ME

I recognise some ways that being healthy helps me to be happy.

I can tell you why I think my body is amazing and I know some ways to keep it safe and healthy.

Ideas to support your child at home:

Please keep up reading 4 times each week and complete the weekly homework in the purple folder.

Talk about how your family encourage each other to stay happy and healthy.

Talk about what time of day it is and especially when it's o'clock or half past the hour. Count forwards and backwards within 100.

Please have a selection of real coins available for the children to play with, to sort and to count. Encourage them to count out sets of 1p, 2p, 5p and 10p coins. If possible, let them buy small items in shops with cash.

Look at any pop up books you have at home and talk about how the movements are created. Can you see any sliding, pivoting, folded or lever type mechanisms? Use scrap paper and card to experiment with making a moving image.