

St Robert Bellarmine Catholic Primary School – Medium Term Plan



Year 1: Spring 1

R.E.	Galilee to Jersulaem
ENGLISH: reading	Narrative (Fiction) — Big, Bad Owl, Supertato, Quick, Quack Quentin
ENGLISH: Writing opportunities	Setting description, Character description, Stories from other character's point of view, Book review, Create new character, Letter of apology, Questions, Commands, Character Speech, Retell, List, Wanted Poster
ENGLISH: SPaG	Grammar - personal pronoun I, nouns, verbs, adjectives, past and present tense, s and es suffixes, ing ed and er suffixes, un prefix Punctuation - capital letters (including for names and I), full stops, questions marks, exclamation marks, spaces between words Spelling - common exception words, days of the week, spelling patterns, sounds covered in RWI
Maths	Number and Place Value (to 20), Geometry - 3D Shape, Position and Direction, Addition and Subtraction (within 20), Length and Height, Time
Science	Animals Including Humans Name a variety of animals. Identify carnivores, herbivores and omnivores. Structure of animals. Parts of the human body.
Geography	Physical and Human Geography – The Continents Know the continents and oceans of the world. Explore and compare different places and climates.
Art	Artist Study – Monet Painting and colour mixing.
Computing	Music Creation Create digital sounds using patterns and shapes and adjust the tempo.
P.E.	Dance - Pupils will explore travelling actions, movement skills and balancing. They will understand why it is important to count to music and use this in their dances. Target Games - Pupils will develop their aim using both underarm and overarm actions. Pupils will be given opportunities to select and apply the appropriate action for the target considering the size and distance of the challenge.
PSHE	Growing & Changing To recognise what makes us unique, understand different feelings and how to manage these feelings when things do not go as planned.
RSE	Spiritual To celebrate ways that God loves and cares for us.
All Are Welcome	My Grandpa is Amazing To recognise that people are different ages.

Geometry	Recognise and name common 2D and 3D shapes, including:
	2D shapes e.g. rectangles (including squares) circle and triangles
	3D shapes e.g. cuboids (including cubes) pyramids, cylinders and spheres
	Sort and classify 3D shapes
	Use 2-D and 3-D shapes to complete and make simple patterns
	Use the language of position, direction and motion.
	Make whole, half, quarter and three-quarter turns in both directions and connect turning clockwise with movement on a clock face.

Number & Place Value	Numbers to 20
	Tens and ones
	Represent numbers to 20
	Recognise teen numbers as 1 ten and some ones.
	One more one less
	Compare objects within 20
	Compare numbers within 20
	Order numbers within 20
	Count forwards and backwards and write numbers to 20 in numerals and words.
	Count in twos
	Count in fives