

Rockwell Green Primary School - Spring 1 - Curriculum Planning—Year 1

Initial Hook / Wow:

Taunton museum visit



Audience / Purpose / Product:

Make a castle themed game or Q & A questions to a curator.

English:

Theme:

We will be linking English with our topic on castles as well as teaching grammar and punctuation.

Writing Outcomes:

- Instructional game based around a castle theme.
- Fiction based on the story of *Billy and The Dragon* by Nadia Shireen.
- A recount from their own experience (first person). An information text

Key grammar focus:

Read words with contractions: I'm, I'll etc.

Use plurals –s and –es Use the suffixes –ing and –ed

Join sentences with 'and'

Separate words with spaces

Read and use capital letters, full stops, question marks and exclamation marks

Begin to edit by re-reading what we have written and checking it for sense

Name the letters of the alphabet and use letter names to aid spelling

Phonics and Spelling

Follow the RWI scheme

Read and spell the common exception words for year 1

Vocabulary:

Castle	Motte and bailey
Moat	Waterproof
Defence	Dissolve
Stone	Rigid
Drawbridge	Imperative verbs
Knight	Scraffito
Battlements	Turrets

Music:

- Following Charanga unit: *Inventing a Musical Story*
- We will be exploring the question:
How does music make the world a better place?
- Listening and responding to different songs, playing a range of instruments.

Science

Everyday materials:

- Describe the properties of materials
- Understand the use of everyday materials
- Conduct an experiment that explores how materials change
- Choose the best materials for a purpose
- Observe and describe seasonal change, including how day length varies

Computing and Technology:

- Understand and use the direction keys
- Understand how to create an algorithm
- Understand how to debug and algorithm

Maths:

- Understand where 6, 7, 8 and 9 lie on a number line
- Explain what odd and even numbers are and the difference between them
- Partition numbers 6 to 10 in different ways
- Partition the numbers 6 to 10 in a systematic way
- Understand the +, - and = signs
- Understand the commutative law
- Understand that + and – are inverse operations
- Work out the missing number in an addition or a subtraction equation.

Castles

What can castles tell us?



School Value: Compassion

History:

- To develop an awareness of the past and why castles were important
- To identify similarities and differences between ways of life in different periods
- To find out about a significant historical event (King Charles III 's coronation)

Art

- To practise oil pastel techniques
- To learn about the work of Paul Klee and emulate a Castle and Sun picture
- To work with clay to create a gargoye model

Religious Education:

Following the AMV Somerset scheme, we will learn about God this term, understanding the story of creation, why the Bible is a special book and what some of the parables in the Bible can teach us and what the term Almighty means.

RSHE: Keeping Safe

Explorations around keeping secrets and if this is ever acceptable, how this makes us feel and why. Discussions will take place about how to alert someone if they are uncomfortable.

Physical Education:

Real PE Physical abilities
Team Games