# YEAR 1 Spring 2

### LITERACY

- We will be writing instructions to teach people how to use marbling ink.
- We will use a recently published space story to help us write our own space stories.
- We will also be writing an information poster about space. The children will be allowed to decide which space topic they would like their poster to focus on.

## THE ARTS AND DT

- In music we will be exploring long and short sounds. We will also be composing music using percussion instruments and our voices.
- We will be weaving and marbling to create our own space scenes.

#### PE

- In PE will be learning how to send and receive a ball. We will be playing team games.
- In Gym we will be learning how to do large body part balances and learning about different ways to jump.

### **NUMERACY**

- This half term we will be focusing on addition and subtraction problems, using different resources to help us.
- We will be thinking about division and multiplication. Have a go at practising your 2, 5 & 10 number families at home. You can also talk about halving and sharing fairly.
- We will also be thinking about capacity. This will lead into some measure problem solving.

# Cupernham Infant School

## SCIENCE

- We will be learning about plants, and what they need to survive and grow.
- We will be growing cress and thinking about what happens when you grow cress in the light and the dark.



## Computing

We will be making our own alien videos! We will be learning how to use a green screen to make videos of us going on a journey to space.

## **HUMANITIES**

### History

• We will travel through time each week in our time travelling spaceships and create our own class timelines to document the era we travelled to and the order these events / eras

#### RE

- We will be thinking about happiness and sadness.
- We will be thinking about the Easter story.

## ROLE PLAY AND SMALL WORLD

- \* ROLE PLAY Space ship
- \* SMALL WORLD Space scene

## **PSHE**

We will be thinking about how we can manage our worries and have a healthy mind.