

# **Chantry Community Academy Learning Journey**



Year:1 Term: 2 2022-2023 Topic: Who lives here? Duration: 12 weeks

#### Maths

- Counting, sequencing and comparing numbers
- Addition within 20
- ♦ Subtraction within 20
- ♦ Numbers to 50
- Length and height

# Geography

- To name, locate and identify the United Kingdom and the four countries within it using maps and globes.
- To use geographical vocabulary to discuss human and physical features.
- To name and discuss the seven continents, including comparing hot and cold areas in relation to the Equator and the North and South Poles.

### Design & Technology

- To design a model house thinking about the shapes and materials that could be used and develop designs and plans based on strengths.
- To assemble houses using various materials and tools and then evaluate them based on design criteria and processes used.

#### Music

- ◆ To remember familiar songs, explore composition, pulse, body percussion and instruments.
- ◆ To be able to follow instructions and perform together.

# Power Of Reading

The Three Little Wolves and the Big Bad Pig by Eugene Trivizas A New House for Mouse by Petr Horáček

# **WOW Factor!**

- Design, plan and assemble a house.
- Trip to Leeds Castle

# Who lives here?

#### PE

- Infant agility
- Dance and Gymnastics

# Religious Education

- Christianity
- Jesus as a friend
- Easter Palm Sunday

PERCE

#### PHSE

Relationships

#### Science

- To name and describe everyday materials and then group them based on what they are like and understand the difference between an objects and the materials from which they are made.
- ◆ To understand and explain seasonal changes and that days get longer and shorter.

## History

- To discuss, group and sequence photographs of houses and artefacts from within homes from different periods of time.
- To recognise differences between the past and present in our own and other lives.
- To use fiction and non-fiction books and other sources of information to support understanding of time periods.

# Computing

- To use tools including lines, shapes and colours to create and manipulate an image.
- To use algorithms as instructions to solve problems and move a device or objects from one place to another.

#### Art

- To explore the artist Paul Klee and the piece 'Castle and the Sun'.
- To explore sculptures and the work of the artist David Nash.