	Week 1 WB 02.01.17	Week 2 WB 09/01/17	Week 3 WB 16/01/17	Week 4 WB 23/01/17	Week 5 WB 30/01/17	Week 6 WB 06/02/17
Important Dates English (Literacy)	Princess Smartypants by Babette Cole	Prince Cinders By Babette Cole	Zog By J Donaldson	The Pea and the Princess By Mini Grey	Small Knight and George By Ronda Armitage	Trust Me, Jack's Beanstalk Stinks!
SPAG Letters and Sounds Year 1	-s endings Revise Phase 2- 3 letter Sounds Blending and segmenting	-es endings Revise Phase 2- 3 letter Sounds Blending and segmenting qu/ch/sh/ng	-ing endings Revise Phase 2- 3 letter Sounds Blending and segmenting ai/ee/igh/oa	-ed endings Revise Phase 2- 3 letter Sounds Blending and segmenting oo/oo/ar/or/ur	-er endings Revise Phase 2- 3 letter Sounds Blending and segmenting ow/oi/ear/ture/er	Prefix un- Assessment
Letters and Sounds Reception Only	Revise Phase 3- 5letter sounds Writing tricky words	Revise Phase 3-5 letter sounds	Revise Phase 3-5 letter sounds	Revise Phase 3-5 letter sounds	Revise Phase 3 – 5 letter sounds	Assessment
Mathematics Year One	Describe position, direction and movement, including whole, half, quarter and three quarter turns Recognise and name common 2D and 3D shapes.		 Count to 20 forwards and backwards from any given number Count, read and write numbers from 1-20 in numerals and words. Count in multiples of twos and fives. Identify and represent numbers using objects and pictorial representations. 		 Addition and Subtraction Add and subtract one digit and two digit numbers to 20, including zero. Represent and use number bonds and related subtraction facts within 20. Solve one step problems that involve addition and suntraction, using concrete objects. 	
Mathematics Reception	Shape, Space , Measure • Beginning to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and describe shapes.		 Shape, Space , Measure Selects a particular named shape. Can describe their relative position such as 'behind' or 'next to.' 		 Shape, Space , Measure Orders two or three items by length or height. Orders two or three items by weight or capacity. 	
RE- Reception (Understanding the World- People and Communities)	Who is Noah? Where do we find his story?	Open the Book.	Why did Noah build his ark?	Was Noah frightened?	What is a Promise?	What does the story of Noah mean?

RE Year One Light and dark	What does light mean to us?	Diwali	Hanukkah	Christianity	Symbolism	
History (Understanding the World-The World) (SE)	Know countries / flags / symbolic flowers in the UK. Castles Question session – what do we know? What would we like to find out?	Understand that castles within the UK were built as homes but with good defence. Why were they built? When were they built? Use evidence from Bayeaux Tapestry.	Identify different types of castles – design, location, materials used. Compare, offer opinions, order	Recognise key features Inside a castle – great hall, chapel, kitchen, well, gatehouse, drawbridge, portcullis etc.	Compare jobs in a castle to nowadays	Identify the significance of the Tower of London – changes in design, use and material
Geography (Understanding the World-The World) (SE)	Understand and name different types of weather. Daily weather chart using symbols.	Understand that clothing changes to suit the weather.	Identify the characteristics of the seasons	Learn the vocabulary to describe different types of rain. Explain why rain is important	Understand that some countries are hot and some are cold.	Identify differences and similarities between hot and cold areas
Science (Understanding the World-The World) Animals incl Humans		To know that light is needed for us to see things To carry out a simple investigation	To know that there are many sources of light	To know that light sources show up best at night.	To know that light sources vary in brightness.	To know how to keep safe with or near light sources.
DT	Design a Coat of Arms	Design a flag	Design a Castle	Design a Castle Board game	3D castle	3D castle
ART	Make a 3D Coat of Arms	Printing on material (Flag)	Pop Up Dragon	3D castle	Basic Weaving Bayeux Tapestry	Basic Weaving Bayeux Tapestry
Computing (Understanding the World-Technology)		2Type-keyboard skills Purplemash	Paint- design a castle plus dragon and knight. (create, organise and store) Purplemash	2 animate (create, organise and store) Purplemash	2 Go (algorithms) Purplemash	2 logo (algorithms) Purplemash

PE (Physical Development) Music	Gymnastics To make a variety still shapes Echo sounds using voice- Teddy bear game/ traffic lights game. Echo singing Come to the castle, what can you see. Show high and low using body mvts. Jack in the box with whole body movements	Gymnastics To perform a variety of different jumps and land safely Echo singing Come to the castle, what can you see? Show high and low with hand mvts. Climbing Sherlock up castle wall. Sing Weather songs- make up a creative sounds based on the	Gymnastics Stretched and Curly Shapes Echo singing Come to the castle, what can you see? Climbing Sherlock up castle wall. Castle songs: Castles huge and castles small Weather songs	Gymnastics To explore different ways of travelling Echo singing Come to the castle, what can you see? Show high and low with hand mvts. Climbing Sherlock up castle wall. Castle songs: Castles huge and castles small	Gymnastics To perform a variety of rolls and to include rotation in our movement. Sing songs about the weather and castles Make up a sound weather map. Write down using symbols to create a score. They choose what weather we are going to portray.	Gymnastics Choose and link skills together to make a sequence.
	Sing Weather songs- make up a creative sounds based on the weather: rain Write down some symbols to show what they have played, and how. Talk about dynamics	weather: icy/ freezing weather Write down some symbols to show what they have played, and how. Talk about dynamics	Sing Weather songs- make up a creative sounds based on the weather: stormy sounds Write down some symbols to show what they have played, and how. Talk about dynamics/ length of notes (duration)	Make up a sound weather map. Write down using symbols to create a score. They choose what weather we are going to portray.		

French	C'est la fête! Hiver Match food and the characters Mini story 40 Listen to a French story and pick out main words Match characters with different French food words to say what they like to eat. Sing song encore du gateau holding up key cards for different foods Reception- match words (food) and pictures. Say what they like to eat.	C'est la fete and C'est l'hiver Match food and the characters Introduce keywords for clothes using dressing up clothes. Exn: Quand il fait froid je porte Count clothes up to 10 Year 1- workbook hiver 1 Reception- match words (food) and pictures. Say what they like to eat.	Hiver 3 Revisit key clothes words using dressing up clothes. Written workbook C'est l'hiver EXTN: Les vetements de Minou1 Get dressed into the different clothes for going outside in the cold Dress 'build a bear' with different outdoor clothes	L'hiver 3 II fait froid Petit/ grand. Teach petits pas/ grandes pats around the room Je peux sautersong 21 Parts of the body. Play cache cache and Simon says Track 54 Song Ah, il fait froid Petit/ grand. Show actions for big and small. Teach petits pas/ grandes pats around the room Story II fait froid. Get dressed into the different clothes for going outside in the cold Point to the correct pictures in workbook	Weather lotto and games. Match the weather with different clothes. Dress 'build a bear' with different outdoor clothes	
Handwriting	Warm up exercises. Reminder of basic handwriting rules. Letters a ,c and o formed correctly	Warm up exercises. Reminder of handwriting rules.	Warm up exercises. Reminder of rules. Letters I, I and t. Letters t and I are tall letters and	Warm up exercises and children telling the rules. Curly tail letters g ,j and y.	Warm up exercises the rule reminder. Table top letters b, v ,w and o. B is a tall	Warm up exercises and reminder of rules. Tricky letters k, f, x and z.

	using 'The Write Path' method CL	Letters m, n and r using the up, down and over technique. Checking that letter r has a flick at the end.	should touch the top line. CL	Tails should touch the bottom of the line.	letter and should touch top line.	Letter f is both tall and dangly. CL
Fine Motor Activities (Reception Only)	Feely Trails Finger Wrestling Write Name s/a/t/p- sand	Ready for Writing Rap Seat push-ups i/m/n/d- foam Write name	Roly Poly Wind It Up g/o/c/k	Clap, Clap, Tap Where's the Dough? Ck/e/r/u/	Finger-thumb touching Wall Push-ups r/h/b/f- tracing with finger	Limberimber Energiser That's Torn It! I/II/ss- chalk