

As readers we will be...

- Building confidence in using VIPER elements- Vocabulary, Inference, Punctuation, Explanation and Reasoning
- Explore poetry genre- record our own poems
- Read a range of Non Fiction Books to discover more about polar regions.

As authors we will be...

- Recording a range of Non Fiction Texts such as a Diary of a polar Bear, A Fact sheet on Penguins and Posters to help find the missing animal in Lost and Found.
- Creating our own stories and building narrative in our continuous provision area.
- Exploring poetry and writing our own Acrostic Poem about the season.

As geographers we will be...

- Learning the definition of an Ocean and naming the 5 Oceans. Recapping the 7 Continents
- Locating the Arctic and Antarctic
- Explore a range of hot and cold climates
- Looking at features of hot and cold countries including land forms

As mathematicians we will be...

- Consolidating our previous learning, building confidence with Place value 1-20
- Adding and subtracting with numbers 10-20
- Exploring numbers to 50 and their place value

As musicians we will be...

- Know that Music is made up of high and low sounds, long and short sounds, and loud and quiet sounds. Explore these sounds to create our own very simple melodies.

As scientists we will be...

- Naming and discussing a range of animals and what they eat
- Understanding which animals thrive in colder climates and how they do this
- Exploring and sorting common materials

Year 1 Spring 1 Poles Apart



As artists we will be...

- Investigating Shades and Tones – testing both hot and cold colour mixing
- Design and Make a Polar Landscape – create a polar Diorama using cutting and joining skills

As athletes we will be...

- Build on sequences and perform dances using simple movement patterns.
- Using our outdoor space to learn about invasion games and the skills we need to play these games.

As technology users we will be...

- Using Purple Mash- Unit 1.4 Lego Builders to learn the importance of instructions and sequence. Children will be introduced to the term 'algorithm'. This concept is at the core of coding. The next unit (Maze Explorers), builds upon this, linking logical thought processes to the way that computers are programmed.

As a theologian we will be...

- Exploring how people celebrate the New Year and other world-wide celebrations
- Looking at what we can learn from sacred books.

As historians we will be...

- Looking at the lives of significant Polar Explorers e.g. Captain Robert Scott
- Learning about the life cycle and timeline of a Penguin
- Recognise a passing of time using our class Enquiry Display- sharing our weekly learning

As citizens we will be...

- Able to understand the rights and responsibilities of being a member of our class
- Looking at Dreams and Goals through our Jigsaw Scheme. Learning how we can overcome obstacles and face challenge, when we are working on a goal.
- Set simple goals
- Talk about the things I do well
- Understand that voting allows a fair system for making changes

Key Word Definitions

Diary	A book to record daily events in	Emotion	How you are feeling when responding to something
Conjunction	A word used to connect sentences	Celebration	An event to mark a special occasion
Community	A group of people living in the same area or with something in common	Compromise	To settle a dispute by talking and finding a way to both be happy with the outcome
Cube	A 3D shape with sides the same length.	Continent	A large body of land made up of many countries. Usually surrounded by sea.
Pyramid	A 3D shape with triangle faces that meet in a point	Ocean	A large body of salt water
Sphere	A 3D shape that looks like a ball	Habitat	A place where an animal lives
Cuboid	A 3D shape with 6 rectangular faces	Climate	The general pattern of weather in an area
Equator	an imaginary line around the middle of the Earth at an equal distance from the North Pole and the South Pole.	Adaption	How an animal has developed in order to survive in its environment
Diorama	A three-dimensional scene	Climate	The long-term weather pattern in a region