

## Loughton Manor First School Medium Term Plan – Spring 1 2024-25



	Week 1 6.1.25	Week 2 13.1.25	Week 3 20.1.25	Week 4 27.1.25	Week 5 3.2.25 <b>Expressive Arts Week</b>	Week 6 10.2.25
<b>English (Context &amp; Skill)</b>	Beegu Own Version 'alien' narratives Descriptions, commands, letters, nonsense word dictionary, poems, non-fiction reports			Leo and the Octopus Fact file This is Me! Posters, letters of advice, factual descriptions, logbooks, scripts.		
<b>Phonics</b>	ue, ue, ew	ew, assessment	ie, ie, igh	or, ore, aw	au, air, un	ear, ear
<b>Whole Class Reading</b>	The Elephant and the Bad Baby 1	The Elephant and the Bad Baby 2	Handas Surprise 1	Handas Surprise 2	A Squash and a squeeze 1	A Squash and a squeeze 2
<b>Maths</b>	<u>Number; Place Value (within 20)</u> <ul style="list-style-type: none"> <li>- Count to 20 forwards and backwards, beginning with 0 or 1 or from any given number.</li> <li>- Count, read and write numbers to 20 in numerals and words.</li> <li>- Given a number, identify one more or one less.</li> <li>- Identify and represent numbers using objects and pictorial representations including the number line, and use the language of; equal to, more than, less than (fewer), most, least.</li> <li>- Count in multiples of 2.</li> <li>- Assessment.</li> </ul>			<u>Number; Addition and Subtraction (within 20)</u> <ul style="list-style-type: none"> <li>- Represent and use number bonds and related subtraction facts within 20.</li> <li>- Read, write and interpret mathematical statements involving addition (+). Subtraction (-) and equals (=) signs.</li> <li>- Add and subtract one digit and two digit numbers to 20 including 0.</li> <li>- Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems such as 7 = ? - 9.</li> <li>- Assessment.</li> </ul>		

<b>Science</b>	Animals Mammals (seasonal Changes Winter)	Animals Birds	Animals Fish	Animals Amphibians	Animals Reptiles	Planting Planting a seed
<b>DT</b>						
<b>Computing (Computer Science)</b>	Commands	Instructions and directions	Directions and sequences	Turning and moving a robot	Understanding and debugging a program	Using different programs
<b>Art Exploring colour</b>	Identify colours and the objects that are associated with them Identify primary colours	Mix primary colours to create secondary colours	Create light and dark shades of colour	Produce art based on the work of Kandinsky		
<b>Geography Map Makers</b>	Use compass points to Navigate around a map  Use aerial photographs and plan perspectives to recognise and create landmarks	Use simple fieldwork and observational skills to study the Geography of the school and its surroundings	Devise a simple map and use and construct basic symbols in a key	Design a map, referring to key human features	Create a 3D map using their town designs	
<b>History</b>						
<b>PE Gym/ Indoor fitness</b>	Gym - Shapes IF- Copy a partner's moves	Gym - Balances IF- Heart health	Gym - controlled jumps IF- Rope moves	Gym - Peer assess jumps IF - Naming muscles	Gym - Forward rolls IF- Moving for 5 minutes	Gym- Transferring weight IF- Exercising our core muscles
<b>RE Special and Religious objects</b>	Understand special and religious objects	Recognise special and religious objects	Describe special and religious objects	Special and religious books	Understand special and religious clothes	Compare special and religious objects

<b>PHSE</b>	<b>Special teams</b>	Good listening	Being kind	Behaviour	Helpful Thoughts	Good choices
<b>TEAMS Relationships</b>						
<b>Music</b>	Pitch low to high	Pitch so and mi	Pitch tuned instruments	Pitch tuned instruments	Outdoor - Make a shaker	Music Appreciation Peter & The Wolf - Prokofiev