

# Half Term Curriculum Overview

Year 1 – Spring 1: 2025-26



Osidge  
School



A member of  
Ashmole  
Trust

## English

To look at a range of fiction, non-fiction and poetry texts related to our topic.

### Writing:

- To use knowledge of set 1,2 and 3 sounds to spell words.
- To begin to form lowercase letters and uppercase letters in the correct direction, starting and finishing in the right place.
- To say a sentence out loud before writing it.
- To use full stops and capital letters in a sentence.

### Reading:

- To apply phonic knowledge and skills to decode words.
- To read common exception words.
- To talk about and discuss books that are read.

## Topic- Splendid Skies

### Science:

- Do pinecones know it's raining?
- Investigating flight – making aeroplanes, kites, etc.
- Observing and recording weather patterns and discussing seasonal changes.
- Investigating and sorting materials.

### History and Geography:

- Learning about how air travel has changed through time.
- Finding out about the Wright brothers who invented the first flying machine.
- Looking at maps and aerial photos of the local area.
- Looking at map of the United Kingdom and learn the names of the countries and capital cities.

The **RE focus** is discussing origins of the universe and the perspectives of religions, the nature of existence and our place in the world. Pupils will discuss: Where is here? How did we get here?

**PSHE:** The focus will be on Health and well-being, particularly on staying healthy, growth and change.

**DT and ART:** To use watercolour paints to create a background. To make a slider to create a moving image on a picture.

## Mathematics

### Place Value:

- To read and write numbers 1-50 in numerals and words.
- Given a number, identify one more or one less.
- To identify and represent numbers using objects and pictorial representations.

### Addition and Subtraction:

- To read and write number sentences using addition, subtraction and equals signs.

## Computing

- Internet safety.
- To log on and off a computer.
- To program & debug a toy/sprite to follow an algorithm (instructions).

## P.E.

- **Gymnastics** – Wide, Narrow, Curled
- **Games** – Bat and ball skills and games.

## Music

### Classical music, dynamics, tempo

To understand that sounds can be adapted to change their mood (happy or sad). To know that sounds can help tell a story. To know that tempo is the speed of the music. To know that dynamics mean how loud or soft a sound is.

## Homework

- **Spellings:** To spell red and green words from RWI books.
- **Reading:** To read for 10 minutes to an adult daily.
- **Mathematics:** Weekly maths activities emailed and continue Numbots.
- **Handwriting:** Letter formation.
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