

## English

- Children will be writing a recount letter about their Victorian day experience, with focus on punctuation such as question marks and exclamation marks.

## Computing

- To learn that algorithms are a set of clear, precise and ordered instructions.
- A computer program is the implementation of an algorithm on a digital device.
- Introduction to reading code.

## Maths

- Children will explore missing number problems
- They use the idea of inverse operations.
- Children will develop their understanding of multiples of 10 up to 50.

## Art

- Learning a good 'tripod' pencil grip
- Drawing pictures of ourselves Learning to mix paint Learning to use our junk modelling area

## Year 1

### Spring 1

## Humanities

- To understand who Queen Victoria was and when did the Victorians live
- What was life like for rich and poor people in Victorian times.
- What was school like in Victorian times

## Music

- Copy and create rhythmic patterns.
- Explore pitch movement
- Play rhythms from songs using percussion instruments
- Perform songs with expression
- Investigate how sounds can change

## RE

- How to show you are a good friend.