

ENGLISH

- Stories - Train Ride, Oi! Get off our Train, Paddington, A Balloon for Grandad.
- Literacy Shed videos - Way Back Home, The Bridge.
- Re-write/alternative endings for a magical train adventure story.
- Non fiction books and research about 'the history of steam trains' and 'George Stephenson.
- Non-Fiction fact files - famous individuals.
- Roleplay - The Bridge

HISTORY

- The life and achievements of George Stephenson and Isambard Kingdom Brunel.
- Using sources - looking at old pictures and books to ask and answer questions.
- Old and new comparisons - Trains - how have they changed over time?
- Significance - How has Stephenson's work had an impact the lives of others?

SCIENCE

- Identify a range of everyday materials, their uses and their properties.
- Use knowledge of materials to support bridge making in DT.
- Seasons, weather and change.

GEOGRAPHY

- The life and work of George Stephenson in comparison to where we live.
- Capital cities and seas surrounding the UK.
- Key locations relating to the industrial revolution and railways.
- Recall continents and oceans and discuss climates.

ART

- Observational sketching of trains around the world.
- Charcoal/ wax crayon style images in style of Jon Burningham - blending and shading.
- Art work from industrial revolution Britain.

Journeys Year 1 Spring Term

R.E.

- Key Question - Why is Jesus special to Christians?
 - The story of Zaccheus, The Lost Sheep, The Paralyse Man.
 - Reflect and discuss messages of the stories.
- Article 14 – the right to follow your own religion.*

MATHEMATICS

- Addition and subtraction methods within 20.
- Place value within 50 – tens and ones.
- Number bond rapid recall.
- Comparing number bonds.
- Counting in 5s and 2s
- Time, length and height.

COMPUTING

- Online research about key historical people.
- Safe search engines.
- Book creator app/publisher/ PowerPoint presentation program to present information / research of the key historical people.
- Beebot – around the world maps.

MUSIC

- Charanga music block 'In the Groove.'
 - Playing the glockenspiel.
 - Learning and performing new songs
- Article 29 - the right to develop talents and abilities.*

DESIGN AND TECHNOLOGY

- Design and make own puppet style toy.
- Explore a variety of joining and moving techniques and select most appropriate.
- Evaluate and appraise own and others work.

PE

- Dance - Working towards a performance.
- Agility, balance, coordination.
- Moving to music and creating simple movement patters. *Article 24 – the right to be fit and healthy.*