**Art/DT Projects**

* **Use clay to make a character from the Beegu story.**
* **Christmas cards and decorations.**

**IT**

* **Using the internet as a research tool**
* **Using Seesaw**

**RHEand PSHE**

* **Do you think animals should have been sent to space**?
* **Let the children come**
* **God loves you.**

**RE**

* **We will be learning about ‘The Christmas Story’.**
* **Mary our Mother**

**Theme and Key questions Y1**

**Are aliens real?**

**What can we learn about space travel?**

**Music**

* **Explore pulse, rhythm and pitch.**

**Literature Foci (WC and GR)**

* **Explore, interpret and respond to the picture book Beegu.**
* **Explore the narrative, setting, plot and characters.**
* **Sequence events in the story.**
* **Instruction writing.**

**Associated Writing pieces**

* **To create an information book about the moon landing.**
* **To write instructions for a safe playground game.**

**Associated Grammar**

* **To use capital letters, full stops and question marks in my sentences**
* **To use and or because in my sentences.**
* **Phonics : Revise Phase 3, introduce Phases 4 & 5**

**Science**

* **Seasonal changes across the 4 seasons**
* **Observe and describe weather associated with the seasons and how day length varies**
* **Identify and name a variety of common animals that are carnivores, herbivores and omnivores.**

**Local/community links (if relevant)**

**Now Press Play: Neil Armstrong’s journey to the moon**

**History Focus**

* **To learn about the first animals in space.**
* **To learn about the first humans in space.**
* **To learn about the lives of significant individuals who have contributed to international achievements.**
* **To place events on a timeline.**

**PE**

* **Team building, cooperation skills**
* **Ball skills: throwing, catching, dribbling, game play**

**Maths**

* **Read, write and interpret mathematical statements involving addition (+), subtraction (–) equals (=) signs.**
* **Represent and use number bonds and related subtraction facts within 20.**
* **Geometry: 2D and 3D shapes.**
* **Place Value: numbers to 20**