

## Our Curriculum at Kessingland Church of England Primary Academy

**Phase: KS1**

**Term: Spring**

Religious Education:

Spring 1 – (Christianity)

Gospel: What is the Good News the Jesus brings?

- Give a clear, simple account of what the story of Matthew the Tax Collector means to Christians.
- Recognise that Jesus gives instructions to people about how to behave.
- Give two examples of Christians following the teachings of forgiveness, peace and bringing good news to the friendless.
- Give examples of how Christians put these beliefs into practice.

Spring 2 – (Judaism)

Why is learning to do good deeds important to Jewish people?

- Engage with the concept of a mitzvah or 'good deed'.
- Identify examples of mitzvah and explain why they are important for Jewish people.
- Explain how mitzvah impacts a believer's life and their actions.



History:

Toys

- Order different toys on a timeline.
- Ask questions about different toys and discuss similarities and differences to today.
- Use a variety of sources to compare toys through history.

Geography:

UK: Kessingland

- Know the parts of the UK and their capital cities.
- Identify Kessingland on a map.
- Identify and mark human and physical geographical features on a map.
- Use compass directions to describe where features are.
- Undertake geographical fieldwork.
- Create maps with symbols and a key.

Art and Design:

Sculpture and Painting: Food around the World

- Draw and paint food from observation, capturing colour and texture using mark making.
- Experiment with a range of malleable media (Clay, Modroc) and shape materials from observation to represent food.
- Mix a range of secondary colours to represent observed colours in food.
- Discuss similarities and differences between their work and others, seeing this in an exhibition context

Music:

Pitch and Tempo (Superheroes)

- Understanding and explaining the concept of pitch.
- Creating a pattern using two pitches.
- Understanding and explaining the concept of tempo by recognising and performing fast and slow music.
- Creating a superhero theme tune.
- Performing confidently as part of a group.

Design and Technology:

Structures: Constructing a Windmill

- Identify and articulate some features and a design that would appeal to a given character.
- Make stable structure from card, tape and glue which will support the turbine.
- Articulating historical and contemporary uses of windmills and cutting and assembling components with accuracy.
- Make functioning turbines and axles which are assembled into the main supporting structure.

Computing:

Internet Safety Day 8<sup>th</sup> February  
-Exploring respect and relationships online

- Data and Information
- Label groups of objects and begin to understand that an object can fit into more than one group depending on the context.
  - Understand that computers are not intelligent, and require input from humans to perform tasks.
  - Group and find objects with similar properties in different ways, demonstrating an ability to count these different groups.
  - Compare and describe groups of objects and record the number of objects in each group.

Skills for Life:

Spring 1 - Keeping myself safe  
This unit looks at keeping ourselves healthy and safe.

Spring 2 - Rights and responsibilities  
The children will learn about money, living in the wider world and the environment.

Physical Education:

Spring 1 – Gymnastics- travelling and making shapes

Spring 2 – Games: controlling, aiming and passing

