Year 1 Summer Term Curriculum Plan

Rama and Sita and Peter Rabbit

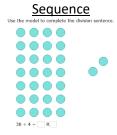
English



The children will learn:

- Ea, oi, a-e, i-e, o-e, u-e, aw, are, ur, er, ow, ai, oa, ew, ire, ear, ure. Practise reading most of the first 100 HFW.
- Identifies the meaning of vocabulary in context
- Discusses the significance of the title
- Identifies the beginning, middle and end of a story
- Makes simple inference with support, e.g. around character and plot. Is able to empathise with a character from the story.
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- Is able to empathise with a character from the story.
- Joining sentences together using 'and' and use question marks
- Using a capital letter for days of the week and the pronoun I
- Prefix –un. Suffixes that can be added to verbs where no change is needed in the spelling of root words – er and est
- Compose stories using story structure and language, patterns and structures
- change the main character to themselves and travel using a different method

Maths Herts For Learning Essential Maths teaching



The children will learn:

- About multiplication and division equal or not equal amounts (remainders)
- About using multiplication with scaling
- About division through sharing and grouping
- About Time to the o'clock and half past
- About simple fractions
- To calculate using all operation using numbers to 20
- Name, read and count forwards and backwards using numbers to 100

Science Animals and Humans



The children will learn:

- identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
- describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)
- identify and name a variety of common animals that are carnivores. herbivores and omnivores

Working Scientifically

- Using their observations to compare and contrast animals at first hand or through videos and photographs
- Describe how they identify and group them
- Group animals according to what they eat

PSHE and RSE (Jigsaw) Jigsaw Scheme





Children will learn:

- about belonging to a family
- about making friends/being a good friend
- how our feelings/behaviour affects others and how others feeling/behaviour affects us
- about physical contact preferences
- people who help us
- qualities as a friend and person selfacknowledgement
- how to be a good friend to myself
- to celebrate special relationships
- life cycle animals and human
- Changes in me Changes since being a baby
- differences between male and female bodies (correct terminology)
- linking growing and learning
- strategies to cope with change
- to use different tools for calming
- to recognise safe adults
- recognise some parts of the body are private

History <u>Titanic</u>





Children will learn:

- To know the features of the Titanic and when it was built
- To know the timeline of the Titanic
- To know why the Titanic sank
- To know what impact the Titanic has had on us today

Geography East and West

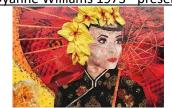




Children will learn:

- To name and locate the four countries, capital cities of the UK and seas
- To identify the characteristics and human features of Belfast
- To identify the characteristics and physical features of Belfast
- To identify the characteristics and human features of Cardiff
- To identify the characteristics and physical features of Cardiff

Art and Design <u>Collage and colour</u> Dyanne Williams 1973 - present



Mary McCleary 1951 - present

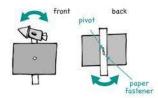


Children will learn:

- To describe what medium an artist has used (collage/mosaic)
- To describe what can be seen in an artist's work and share their opinion
- To tear paper with purpose to design a piece of art
- To create a paper collage/mosaic
- To create shades of colour using black
- To apply knowledge of colour mixing and shades to paint a final design
- To design and create a piece of work in response to an artist.
- To create a collage and add texture using key techniques

Design and Technology Mechanisms Sliders and Levers

Simple lever mechanisms





Children will learn:

- to review the design brief and their own design
- to plan by suggesting what to do
- to know and use technical vocabulary relevant to the project
- to select and use tools, explaining their choices, to cut, shape and join paper and card
- to use simple finishing techniques suitable for the product they are creating
- to evaluate their product by discussing how well it works
- to evaluate whether it meets design criteria

Physical Education Dance and Gymnastics



Children will learn:

- To use counts of 8 to move in time and make a dance look interesting
- To explore pathways in a dance.
- To create a dance using, actions, pathways and counts.
- To explore speeds and actions in our pirate inspired dance.
- To copy, repeat, create and perform actions that represent the theme.
- To develop and combine travelling movements.
- To develop quality when performing and linking shapes
- To develop stability and control when performing balances.
- To develop technique and control when performing shape jumps.

Superstar sports:

Fun fitness and Archery

To begin to master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination.

Religious Education Why are stories such a good way to learn?



Children will learn:

- what their favourite stories are and why
- if stories teach us anything
- which stories are important to Jewish people
- which stories are important to Muslim people
- which stories are important to Hindu people
- which stories did Jesus tell that teach important things to Christians
- who Christians think Jesus is
- what makes stories a good way of teaching us important things

Celebration days:

Eid ul fitr (Islam) Buddha Day (Buddhism)

Music Charanga Music Scheme Pop and Classical Music





Children will learn:

- To explain what a given command will do
- To combine four direction commands to make sequences
- To plan a simple program
- To find a solution to a problem
- To choose a command for a given purpose
- To show that a series of commands can be joined together
- To design the parts of a project
- To use an algorithm to create a program

E-Safety

Children will learn:

- To recognise some examples of information that is personal to someone
- To know and understand that we can encounter a range of things online; likes/dislikes real/make believe

Children will learn:

- To follow a pulse or beat within a piece of music
- To follow a rhythm using long and short sounds
- To follow melodic patterns using high and low
- To follow pitch in a piece of music
- To learn a chant or song that goes in time to a beat
- To explore six notes C, D, E, F, G and A on a tuned instrument
- To create and perform a tune that expresses an emotion



Computing

Teach Computing Scheme

Programming