

Year 1: Summer Term (First Half)

English

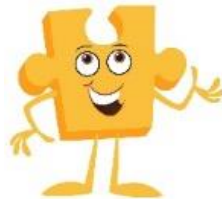
- Apply phonic knowledge and skills to decode words. (All phases)
- Blending and segmenting skills
- Build fluency through re-reading
- Using VIPERS reading skills in whole class/small groups
- Correctly form lower case letters and capital letters – know handwriting families
- Composing sentences orally before writing and discuss what they have written
- Leaving spaces between words
- Using capital letters and full stops to demarcate sentences
- Use capital letters for names of people, places, days of the weeks, months of the year and the personal pronoun “I”.
- Joining words and clauses using ‘and’
- To being to use question marks and exclamation marks



PSHE / Jigsaw

“Relationships”

- Families
- Making friends
- Greetings
- People who help us
- Being my own best friend



Art

Working in 3D

- To know that three dimensional art is called sculpture.
- To add texture by using tools.
- To make different kinds of shapes.
- To create a 3D form.
- To create constructions using recycled materials.
- To enjoy handling, feeling and manipulating a range of materials.
- To imprint and apply decoration to a 3D model
- To fold, tear, crumple, fasten and collage paper to transform it from 2d to 3d.
- To attempt to make a sculpture that can balance and stand.



Maths

- Length, height, weight, volume
- Multiplication and division
- Fractions







RE

- What do Christians believe God is like?



Design Technology

<p>Science</p> <ul style="list-style-type: none"> To observe changes across the four seasons. To identify and describe the basic structure of flowering plants, including trees To identify and name common plants and trees, including deciduous and evergreen trees 	<p>Geography</p> <ul style="list-style-type: none"> To talk about own maps To follow directions up/down/left/right/behind/in front of To use relative vocabulary – bigger/smaller/like/unlike To respond to questions about places To use simple fieldwork and observational skills to study the surrounding area of the school To map journey to Goring To use aerial photographs To use basic geographical vocabulary 	<p>Music (Kapow – Pitch – Superheroes)</p> <ul style="list-style-type: none"> To identify high and low notes. To perform high and low notes. To create and perform a two-note and three-note pattern. To identify and perform changes in tempo. To contribute musical ideas and cooperate within a group. To prepare and perform a musical piece. To demonstrate a musical understanding of tempo and pitch. To participate in discussions about pitch and tempo. To offer feedback to groups on their performance. To follow instructions during a performance.
<p>Computing</p> <ul style="list-style-type: none"> To use a keyboard to type To use the keyboard to edit text To create rules for using technology responsibly To describe what different freehand tools do To use the shape tool and the line tools To make careful choices when painting a digital picture To explain why I chose the tools I used To use a computer on my own to paint a picture To compare painting a picture on a computer and on paper 	<p>History</p>	<p>PE</p> <p><u>Net and Wall</u></p> <ul style="list-style-type: none"> To defend space, using the ready position. To play against an opponent and keep the score. To explore hitting with a racket. To develop racket and ball skills. To develop sending a ball using a racket. To develop hitting over a net. <p><u>Gymnastics</u></p> <ul style="list-style-type: none"> To explore 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. To develop technique in the barrel, straight and forward roll. To link gymnastic actions to create a sequence. 

Year 1: Summer Term (Second Half)

English

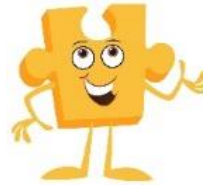
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PSHE / Jigsaw

‘Changing Me’

- Life cycles
- Changing me
- My changing body
- Boys’ and girls’ bodies
- Learning and growing
- Coping with changes



Maths

- Geometry: position and direction
- Measurement: money
- Measurement: time



RE

- What is Judaism and what does the Jewish faith believe?



Design Technology

- To know the importance of washing my hands before food preparation.
- To know the importance of using a sharp knife carefully.
- To know the importance of using a chopping board when cutting.
- To explain why presenting food in an attractive way might help the consumer.
- To know the importance of appropriate food storage.



Science

- To identify and describe the basic structure of flowering plants, including trees
- To identify and name common plants and trees, including deciduous and evergreen trees



Geography

Music (Under the Sea)

- To move to reflect a character.
- To create sounds to reflect a character
- To move at a speed that reflects the tempo of the audio.
- To respond to dynamic changes without prompting.
- To demonstrate a sound pattern correctly to a pulse.
- To sing and play high and low sounds.
- To read symbols representing high and low sounds correctly.
- To demonstrate an awareness of pitch, rhythm and dynamics within a performance and recognise the symbols representing these.



Computing

- To choose a command for a given purpose
- To show that a series of commands can be joined together
- To identify the effect of changing a value
- To explain that each sprite has its own instructions
- To design the parts of a project
- To use my algorithm to create a program



History

How was life different for the passengers aboard the Titanic?

How do we know what happened to it?

- To make simple observations about how life was different for different groups of people.
- To develop an awareness of the past
- To use words and phrases relating to the passing of time
- To ask and answer questions related to history
- To understand some ways we find out about the past
- To understand that there are different ways that we can find out about the past.



PE

Striking and Fielding

- To develop underarm throwing and catching and apply these in small sided games
- To develop overarm throwing
- To develop striking a ball with my hand and equipment
- To collect a ball when field
- To understand how to get a batter out
- To develop decision making and understand how to score points

Target Games

- To develop underarm throwing towards a target
- To develop throwing for accuracy
- To develop underarm and overarm throwing for accuracy
- To develop throwing for accuracy and distance using underarm and overarm
- To select the correct technique for the situation



