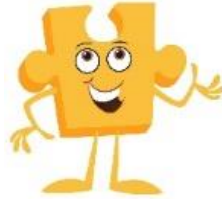# Year 1: Summer Term (*First Half*)

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

- To draw from observation
- To experiment with mark making using different media
- To manipulate paper from 2D to 3D
- To understand what sculpture is
- To explore making paper sculpture
- To reflect upon and celebrate own and othgers' work

Maths

- Weight, volume
- Multiplication and division
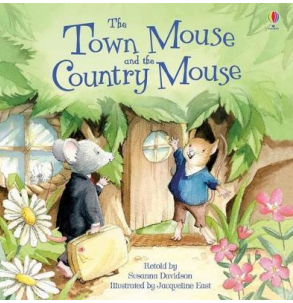- Fractions

RE
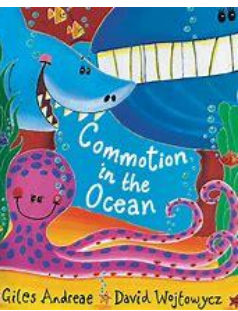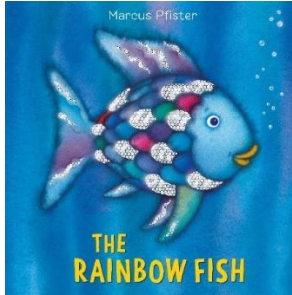
- Who is Jewish and what do they believe?

Design Technology

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

- 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

Music

- To understand that music can be used to represent an environment
- To understand how music can represent changes in an environment
- I can select instruments to match seaside sounds
- I can recognise and use dynamics and tempo
- I can write my music down and perform from what I have written

Computing

- To collect simple data
- To identify that objects can be counted
- To recognise that information can be presented
- To recognise that information can be presented in different ways
- To group objects to answer questions
- To choose an attribute to group objects by

PE

Net and Wall
- To throw, catch, hit and track a ball
- To develop ability to use a racket effectively
- Work safely and co-operate with others
- Develop independence and communication skills

Gymnastics
- to explore and combiner travelling movements
- To develop quality when performing/linking shapes
- To develop stability and control when balancing
- To learn jumping techniques
- To learn a barrel, straight and forward roll
- To link gymnastic actions to develop a sequence

Key Texts Summer 1

The Town Mouse and the Country Mouse — Retold by Susanna Davidson, Illustrated by Jacqueline East

Commotion in the Ocean — Giles Andreae & David Wojtowycz

The Rainbow Fish — Marcus Pfister

Year 1: Summer Term (*Second 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

‘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

- How and why do Jewish people celebrate Shabbat?

Design Technology

- To group familiar food products
- To understand the need for a heathy diet
- To know where some of our food comes from
- To develop food vocabulary using the senses
- To learn basic hygiene rules when working with and storing food
- To consider presentation
- To design and follow my design when making
- To evaluate my product saying what went well and what I would do differently next time

Science	Geography	Music
• To suggest ways of answering a question • Gather and record data to help answer questions • Distinguish between an object and the material from which it is made • Identify and name a variety of everyday materials including wood, glass, plastic, metal and rock • Describe the simple properties of everyday materials • Compare and group together a variety of materials based on simple properties		**Kapow musical vocabulary – Under the Sea** • Understand pulse and tempo • Understand and explain dynamics and tempo • Understand and explain pitch and rhythm • Understand and explain texture and structure • understand key musical vocabulary: dynamics, pitch, pulse, rhythm, structure, tempo, texture, timbre

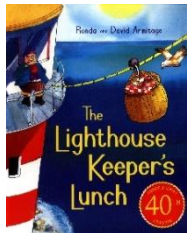| Computing	History	PE
Teach Computing – Programming A – Moving a Robot • To explain what a given command will do • To act out a given word • To combine forwards and backwards commands to make a sequence • To combine four direction commands to make sequences • To plan a simple program • To find more than one solution to a problem	• To find answers about the past using sources of information. • To use stories to distinguish between fact and fiction. • To learn about the Titanic and why it is a significant event. • To retell simple stories and events.	<u>Target games</u> • To develop underarm throwing towards a target • To throw for accuracy • To develop overarm throwing towards a target • To throw for accuracy and distance • To select the best throw for the target <u>Striking and fielding</u> • To develop underarm throwing and catching • To develop overarm throwing • To develop hitting a ball • To learn how to get a batter out • To understand how to score points in striking and fielding games

Key Texts Spring 2

Non-fiction Sea creatures