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| **Medium Term Plan** Term: Summer 1 Class: Year 1 Teacher: Challenger |
| **Milestones** |
| 1) (4) Questions, predictions | 2)Characters | 3)Endings, happy/sad | 4)(4)sequence | 5)retell | 6)innovate | 7)Sequel-zig zag book |
| **Writing Genre:** |
| Story Poetry Non-Chronological Instructions Newspaper Report LettersPlay scripts Recount Persuasive Explanation Biography Autobiography |

## Art: to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

## To further explore the work of Van Gough.

**Science** :Working Scientifically: Using their observations and ideas to suggest answers to observing closely, using simple equipment , performing simple tests Plants:  identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. Identify and describe the basic structure of a variety of common flowering plants, including trees.

**Literacy**

Literacy Tree: Jim and the beanstalk

**Geography :** N/A

**History**  N/A

**RE**

Scheme units – Belonging

Christianity, Sikhism

**PSHE** Scheme – DATE – what do we put in and on our bodies.

**Music**  BBC Jack and beanstalk songs with literacy link.

**D.T.**  N/A

**How tall can a beanstalk grow?**

**P.E.**  Rising Stars: throwing and catching, core strength

**ICT**  : Use of technology to record and present work. – Seed diary. Picolage

Revisit/extend control work with Bee bot

**Fantastic Finish**

Video story telling sessions

**Stunning Start**

Beanstalk

English

Spoken Language

Word reading

Comprehension

Phonics& spelling

Punctuation

Grammar

Vocabulary

Handwriting and presentation

Composition

Science

Working scientifically

Plants

Animals, including humans

Everyday materials

Seasonal Changes

Religious Education

Learning about religion

Learning from religion

Music

Singing, chants and rhymes

Instruments

Music appreciation

Experiment, create, combine sounds

Physical education

Movement and co-ordination

Dance

Sport and Games

Computing

Organise, manipulate, store digital content

Programming

Uses of technology

E safety

Art

Design and make products

Share their ideas

Develop techniques

Artist, craft makers and designers

Design Technology

Design

Make

Evaluate

Technical knowledge - structures

Technical knowledge - mechanisms

Cooking and nutrition

Geography

Geographical skills and fieldwork

Location knowledge

Place knowledge

Human and physical

History

Local history

Historical Events

Changes in living memory

Significant historical people

PSHE

Physical Health

Keeping safe, managing risk

Identity

Society

Equality

Drugs, alcohol, tobacco

Mental health emotional well being

Career

Financial and economic well being