

**Maths**

- Recognise, name and know value of coins 1p-£2 and £5 and £10 notes; make equivalent amounts using coins
- Locate 2-digit numbers on a beaded line and 100-square;
- Compare and order 2-digit numbers up to 100 and say a number between two numbers;
- Identify 10s and 1s in 2-digit numbers and solve place-value additions
- Recognise odd and even numbers;
- Count in 2s, 5s and 10s, look for patterns;
- Multiply by 2, 5, 10 by counting in groups/sets;
- Find doubles to double 10 and related halves; halve odd numbers up to 10
- Tell the time to the half hour and quarter hour on analogue clocks and begin to read these times on digital clocks;
- Begin to recognise and read block graphs;
- Measure lengths using non-standard, uniform units;
- Recognise and name simple 2D shapes and
- Continue repeating patterns.
- Position and direction.

**PE**

**Athletics**

- Running individually and in relays, skipping etc. Sports day preparation.

**Games**

- Throwing, catching, passing and dodging using large and small balls, quoits and beanbags.

To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities and to participate in team games, developing simple tactics for attacking and defending. Build their own confidence within PE.

**DT**

- Food & Cooking,
- Metal wire creations,
- Constructions Mechanics,

**Art**

- Observational drawing,
- Sculpture,
- Painting,
- Using light to create shadow pictures

# Farmers and Botanists and Round and out of this world

## Year 1 Summer Term 2018

**ICT**

- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs

**RE**

- Easter - the resurrection.
- St George's Day
- Buddhism - Buddhist symbols
- Ramadan - introduction
- Review of religions - similarities and differences

**Music**

- Children use voices, movement and instruments to explore different ways that music can be used to describe the weather.
- Children develop further vocabulary and understanding of pitch movements. They explore pitch through singing, pitched percussion and listening games.
- Children develop their performance skills and learn songs about travel and transport from around the world.
- Children explore sounds found in their school environment. They investigate ways to produce and record sounds, using ICT to stimulate musical ideas related to geography.

**English**

- Shared and guided reading and writing.
- Continue to revise phonemes taught so far and look at how the same sound can be spelled in different ways.
- Continue learning all phases and read on sight high frequency words.
- Record information from a comprehension text.
- Cursive handwriting skills.
- Continue to check own reading and writing to check it makes sense.
- To consistently recognise and use capital letters and full stops within sentences.
- Narrative: stories set in fantasy worlds; stories with patterned language.
- Poetry: poems on a theme (growing).
- Non-Fiction: biographies; dictionaries and alphabetically ordered texts; non-chronological reports linked to topic; flow charts.
- Developing punctuation, grammar and creativity in their writing. Writing with a purpose and to an audience.
- Say aloud what they want to write before writing ensuring it makes sense.
- Re read what they have written and look for mistakes with a friend, correct where necessary.

**Science**

**Plants**

- Identify and describe the basic structure of a variety of common flowering plants, including trees
- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees

**Seasonal changes**

- Observe changes across the four seasons
- Observe and describe weather associated with the seasons and how day length varies.

**Light and Dark**

- Observe and name a variety of sources of light, including electric lights (1881), flames and the sun.
- Associate shadow with a light source being blocked by something.

**Humanities:**

**History:**

**Events beyond living memory those are significant nationally or globally**  
*e.g. aeroplane flight, space travel or events commemorated through festivals or anniversaries*

- The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods  
*e.g. Christopher Columbus, Neil Armstrong,*

**Geography:**

**Geographical Skills and Fieldwork**

- Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.
- Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key

**Place Knowledge:** Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

**Human and Physical Geography:**  
 Use basic geographical vocabulary to refer to:

- Key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather
- Key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

**Geographical Skills and Fieldwork**

- Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage
- Use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map
- Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key