

History

- Spot old and new things in a picture.
- Recognise that some objects belonged to the past.
- Explain what an object from the past might be used for.

Geography

- Explain how the weather changes throughout the year and name the seasons.
- Name the four countries in the UK and locate them on a map.
- Name some of the main towns and cities in the UK.
- Be able to talk about what happens on a farm.
- Compare town and country.
- Be able to use correct vocabulary to describe what is found on a farm.
- Identify key human features on a map.
- Locate food sources on a map.

Art & Design

- Study art by Georgia O’Keefe.
- Use pencils to create lines of different thickness in drawings.
- Create a repeating pattern in print.
- Describe what I can see and give an opinion about the work of an artist.
- Ask questions about a piece of art.

Design & Technology

- Know how to eat a healthy and varied diet.
- Use the basic principles of a healthy diet to prepare dishes.
- Follow a simple recipe with some guidance.
- Work with close adult supervision to use measuring spoons, zesters and juicers to prepare dishes.
- Understand that fruit and vegetables are grown in different places and that fish is caught in seas, rivers and lakes.

Year 1
Summer Term
Topic: Farm to fork



Intent:
A fantastic and informative topic about where our food comes from. We will learn about food from different plants, growing vegetables, produce from different animals, farming poultry and how fish are caught and end up on your plate!

PE

- 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
- perform dances using simple movement patterns.

Computing
Maze Explorers:

- To understand the functionality of the direction keys.
- To understand how to create and debug a set of instructions (algorithm).
- To use the additional direction keys as part of an algorithm.
- To understand how to change and extend the algorithm list.
- To create a longer algorithm for an activity.
- To set challenges for peers.
- To access peer challenges set by the teacher as 2Dos.

Coding:

- To understand what instructions are and predict what might happen when they are followed.
- To use code to make a computer program.
- To understand what object and actions are.
- To understand what an event is.
- To use an event to control an object.
- To begin to understand how code executes when a program is run.
- To understand what backgrounds and objects are.
- To plan and make a computer program.

RE
Resurrection:

- Know that we celebrate the Resurrection of Jesus at Easter and reflect on what that means for us
- Know that Jesus appeared to the disciples in the Upper Room and think about the times when we have experienced great joy and surprise
- Know that Jesus helped the disciples to understand that he was truly risen and was with them and that this made them very happy

<p>Music</p> <ul style="list-style-type: none"> • I can use my voice to speak, sing and chant. • Make different sounds with my voice. • Repeat short rhythmic and melodic patterns. • Respond to different moods in music. • Say whether I like a piece of music. • Keep the pulse. • Play the glockenspiel and follow a piece of music. 		<ul style="list-style-type: none"> • Know that when Thomas heard that Jesus was alive he did not believe it. Be aware that sometimes, like Thomas, we don't understand what is happening <p><u>Miracles:</u></p> <ul style="list-style-type: none"> • Know that Jesus showed his great power when he calmed the wind and the waves and know that we can ask Jesus to help us when we are afraid • Explore the motives for actions and how compassion motivates many people to act for the good of others • Know that Jesus showed his love for sick people when he cured a man who was paralysed • Understand that Jesus has great love for all people who are sick today • Know that Jesus responded to the faith of the blind man with compassion and think of ways that we can trust Jesus in situations of need
<p>Science</p> <ul style="list-style-type: none"> • 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. • Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals • Identify and name a variety of common animals that are carnivores, herbivores and omnivores <p>Science</p> <ul style="list-style-type: none"> • Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) • Name baby animals correctly – piglet, lamb, chick etc • Identify the produce of an animal eg chicken provides eggs and meat. 	<p>Maths</p> <p>Multiplication and Division</p> <ul style="list-style-type: none"> • Count in 2s, 5s and 10s • Make equal groups • Add equal groups • Make arrays • Make doubles • Make equal groups – grouping and sharing. <p>Fractions</p> <ul style="list-style-type: none"> • Find a half and a quarter. <p>Number/Calculation</p> <ul style="list-style-type: none"> • Counting forwards and backwards within 100. • Partitioning numbers into tens and ones. • Comparing and ordering numbers. • One more, one less. <p>Money</p> <ul style="list-style-type: none"> • Recognising coins. • Recognising notes. • Counting in coins. <p>Time</p> <ul style="list-style-type: none"> • Before and after. • Time to the hour and the half hour. • Writing and comparing time. 	<p>English</p> <p>Narrative:</p> <ol style="list-style-type: none"> 1. Beegu (Summer 1) 2. Supertato (Summer 2) <ul style="list-style-type: none"> • How words can joint to make a sentence. • Separate words with a gap. • Capital letters and full stops. • Expanded noun phrases with an adjective. • Exclamation mark for exclamation <p>Non-Fiction</p> <ol style="list-style-type: none"> 1. Letter writing 2. Non-chronological report. <ul style="list-style-type: none"> • Sequencing sentences- adverbials for when. • Question marks for a question. <p>Appropriate presentation.</p>