

Science- Plants

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



Phonics

- Learn suffixes -es.-s, -er, -est, -ing, and phoneme tch.
- Reading and spelling words with consonant blends and new graphemes.
- Reading and spelling polysyllabic words.
- Tricky words phase3, 4 and 5

Geography – Wonderful Weather

- To identify the location of hot and cold areas of the world in relation to the Equator and the North and South Pole.
- To understand the human/physical geography of a cold area of the world in the context of The Artic.
- To identify daily weather patterns (dangerous/adverse
- weather) in the context of the UK weather.

English

- Journal writing.
- Compose fantasy stories in different contexts.

Year 1- Summer 1



Maths



- Revise place value to 50, addition and Subtraction within 20
- Multiplication and division
- Fractions

Art- 3D paper play/ structures

- To design, assemble and evaluate my structure.
- To adapt my design.

PE Games and Athletics



- To show proficiency when sending and receiving balls using rackets and bats.
- 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

Music - Pitch and tempo (Theme: Superheroes)

- To understand Pulse/Beat, Rhythm, Pitch, Melody, Tempo, Dynamics, Timbre, Texture and Structure.
- To begin to understand where the music fits in the world.
- To understand the concept of there being different styles of music.

RE- How do we know that new babies are special?

 To understand how people of different religions and worldviews celebrate new arrivals into their community.

PSHE - Relationships

- Recognising that people and other living things have different needs and understand the responsibilities of caring for them.
- Explaining things they can do to help look after their environment.

Computing - Coding

- To use code to make a computer program.
- To understand what objects and actions are.
- To use an event to control an object
- To begin to understand how code executes when a program is run.