ENGLISH	MATHS	PHONICSUsing the scheme 'Little Wandle', we will be: recapping all previously learnt digraphs and trigraphs from phase 2, phase 3 and phase 5 in preparation for the Phonics Screening Check.We will be recapping the phase 5 sounds: ay (play), a_e (snake), ea (each), e (he) ie (pie), i_e (time), o (go), o_e (home) ue (blue and rescue), ew (chew and new), u_e (rude and cute), aw (claw) ea (head), ir (bird), ou (cloud), oy (toy) i (tiger), a (paper), ow (snow), u (unicorn) ph (phone), wh (wheel), ie (shield), g (giant)		
This half term, we will be reading 'Astro Girl' by Ken Wilson-Max and 'Beegu' by Alexis Deacon. Sentence writing: We will be writing sentences, sequencing them to form short narratives. We will also be editing our writing by re-reading and improving our writing. Vocabulary. Grammar and Punctuation: Continue to form sentences using a range of punctuation. Understand how the prefix un- changes the meaning of verbs and adjectives. Reading: Reading and spelling tricky words. Applying phonics knowledge to reading words containing graphemes with more than one pronunciation.	 Measure -Capacity, Multiplication & Division Compare and measure capacity Recognise and use technical vocabulary linked to capacity (full, half empty, half full, empty) Make and add equal groups using repeated addition Multiply by make arrays Make doubles Divide by grouping Divide by sharing 			
SCIENCE <u>Animals including Humans</u> • Identify and naming a variety of common animals including fish, amphibians, birds and reptiles • Identify animals which are herbivores, carnivores and omnivores. • Recall what an animal must have to be able to survive.	Year 1 Curriculum Map: Summer 1	MUSIC Vocal and Body Sounds – 'By the sea' • Listen to a range of music and describe the mood it creates • Compare different pieces of music • Explore different instruments and select ones based on their sound • Play instruments using loud, quiet, fast and slow sounds. • Understand that music can be written down and represented by pictures and symbols.		
COMPUTING <u>Maze Explorers</u> • Understand what instructions are and predict what might happen when they are followed • Use code to make an object move in a computer program • Begin to understand a program will not work without correct code	HISTORY Explorers • Understand what an explorer is • Learn about the lives of two important space explorers – Neil Armstrong and Mae Jemison • Sequence a historical event in chronological order	RE <u>Christianity: What do Christians learn from stories of Jesus?</u> • Understand stories of Jesus's life are in the Bible • Recognise morals from different stories in the Bible • Understand that Jesus is an important figure for Christians • Understand that Jesus was depicted as both human and divine. • Understand how the Easter story shows Jesus as becoming divine.		
PE <u>Dance</u> • Compose a travelling sequence using a variety of body movements • Demonstrate musicality when performing body movements • Perform actions with a partner using unison, mirroring and repeated actions • Demonstrate control, co-ordination and special awareness	PSHE <u>Relationships</u> • Understand that there are different types of families • Identify what being a good friend means • Recognise who is special to us and why • Recognise appropriate ways of physical contact with my peers • Identify who in the local community we have relationships with	Art <u>Clay Modelling – Making an alien</u> • Design an alien • Experiment with clay techniques (squeezing, rolling, pitching) • Build an alien with clay • Add decorations with tools • Evaluate against success criteria		

Key Vocabulary

<u>Maths</u>	<u>English</u>	<u>Science</u>	<u>Topic</u>
measure	word	animal	astronaut
compare	sentence	mammal	explorer
capacity	suffix	herbivore	pilot
equal	plural	carnivore	clay
arrays	nouns	omnivore	squeezing
sharing	adjectives	amphibian	rolling
grouping	verbs	reptile	pinching