

ENGLISH

This half term, we will be reading 'The Jolly Postman' by Allan Ahlberg and 'The Puffin Book of Fantastic First Poems'.

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.

MATHS

Numbers within 100 and Measure –Money and Time

- Count forwards and backwards within 100
- partition numbers within 100 into tens and ones
- Compare and order numbers within 100
- Recognise coins and notes
- Dates
- Reading the time on an analogue clock to the hour and half hour
- Making an analogue clock represent hour and half hour times

PHONICS

Using the scheme 'Little Wandle', we will be learning these **Phase 5** alternative sounds:

or (word), u (awful), oul (would), are (share), au (author), aur (dinosaur), oor (floor, al (walk)

tch (match), ture (adventure), al (half), a (father)

a (water), a (want), ear (bear), ere (there)

ear (learn), wr (wrist), st (whistle), sc (science)

ch (school), ch (chef)

SCIENCE

Plants

- Identify the structure and features of plants
- Recall the purpose of the features of a plant
- Understand what a plant needs to grow
- Identify garden and wild plants
- Recognise the difference between evergreen and deciduous trees
- Understand how trees change over time



Year 1 Curriculum Map:

Summer 2

MUSIC

Timbre and Rhythmic Patterns– 'Fairy tales'

- Chant along to repeated well known phrases
- Make changes to their voices to represent different characters
- Choose suitable sounds to represent specific points in a story
- Play rhythmic patterns along with their spoken words

COMPUTING

Coding

- Understand what instructions are and predict what might happen when they are followed.
- Understand how code can make a character move
- Use code to make a computer program
- Understand that code is followed in its order when a program is run

Geography

Geographical Skills

- Recognise the difference between human and physical features in our local environment
- Make a map of the school using pictures, symbols and a key
- Recall the 4 main compass directions

RE

Why should we look after our world?

- Understand how to care for the world
- Recognising how other religions celebrate the world
- Understand different festivals that celebrate the world

PE

Run, Jump, Throw

- Recognise they can control the speeds they move at
- Use two feet on take off when jumping for distance
- Recognise the difference between throwing for accuracy and distance
- Use over-arm throws for distance and under-arm throws for accuracy
- Participate in competitions involving running, throwing and jumping skills.

PSHE

Changing Me

- Life Cycles
- Changing Me
- My Body Changing
- Girls and Boys Bodies
- Learning and Growing
- Coping with Changes

DT

Moving Mechanisms – Making a moving picture

- Design a moving picture
- Recognising different types of sliders and movements that can happen in a picture
- Cutting and joining paper and card
- Evaluate a finished product

Key Vocabulary

<u>Maths</u>
place value
tens
ones
half
O'clock
pound
penny

<u>English</u>
poetry
rhyme
onomatopoeia
adjectives
Fairy tale
verse
noun

<u>Science</u>
plant
tree
deciduous
evergreen
roots
stem
leaves

<u>Topic</u>
map
compass
key
symbols
features
human
physical