English - Flotsam (linked to topic)

- Identifying nouns, verbs and adjectives.
- Using conjunctions to join sentences and, but, because
- Sentence structure: Capital letters, finger spaces and accurate full stops. Introducing other punctuation: !?,
- Writing sentences which include openers and adjectives.
- Handwriting Capital letters, tall/ hanging letters, reintroducing cursive letters and beginning to join some letters.

History—The seaside

- Use artifacts, pictures, stories, on-line stories and databases to find out about the past.
- Place events and objects on a timeline.
- Use words to describe the passing of time (a long time ago, recently, etc)
- Label time lines with words or phrases such as: past, present, older and newer.
- Ask questions such as: What was it like for people? What happened? How long ago?

Maths

- Place value (within 100) tens and ones
- Measurement—money
- Measurement—time

Important Dates

Empathy Day—Thursday 9th June

Sports Day Thursday 23rd June

Seaside Day—TBC

Transition Afternoon — Wednesday 13th July

Break up for summer - Friday 22nd July

<u>Science -</u> Seasonal changes

- Observe changes across the four seasons.
- Observe and describe weather associated with the seasons.

Music

- Singing

Delivered by Art Forms—Mrs James on Wednesdays

The Seaside

Year I Curriculum Overview

Summer 2



Cookridge Holy Trinity Church of England (A) Primary School

RE

Christian value: Truthfulness

In RE we will be focusing on belonging.

- What does it mean to belong?
- Who am I?

Physical Education

Please note that P.E. will take place on Tuesdays and Thursdays this term.

Indoor and outdoor kit needed.

- Athletics
- Dance

Learning Log/Homework

Spellings—sent home Friday to be tested the following Friday.

Mathletics—Set on a Wednesday, to be completed by the following Wednesday.

Learning log - What have you achieved and enjoyed in year 1?

Art & Design

- Textiles Weaving
- Use some of the ideas of the artists studies to create pieces.

Geography

- Identify key features of a location (e.g. town, village, coastal, rural, etc).
- Identify key physical features of a location (e.g. beach, coast, forest, hill, river, etc)
- -Use world maps, atlases and globes to identify the U.K. and its countries, as well as the countries, continents and oceans studied.
- Ask and answer Geographical questions (such as: What is this place like? What do people do in this place?).

Computing

Coding — Using Scratch

- Control motion by specifying the number of steps to travel, direction and turn—Algorithms.
- Specify user inputs (such as clicks) to control events.
- Specify the nature of events (such as a single event or a loop)

PSHE

Careers, financial capability and economic wellbeing: My money

Pupils learn:

- about where money comes from and making choice when spending money.
- about saving money and how to keep it safe.
- about the different jobs people do