Year 1	Summer 1 2023	Summer 2 2023
English	Sentence types - Because Sentences	Sentence types - Because Sentences
	Grammar - Exclamation marks	Grammar - Embed and revise <u>all</u> Year 1 grammar
	 Writing purpose - <u>Writing to entertain</u> - Sam and Dave Dig a Hole <u>Writing to entertain</u> - Grandad's Island by Oliver Jeffers How the prefix un-changes the meaning of verbs and adjectives (for example - unkind or undoing). 	Writing purpose - <u>Writing to inform</u> - What if Sharks Disappeared? <u>Writing to inform</u> - Instructions
	Joining words and joining clauses using 'because'	
Maths	Multiplication and division	Geometry: Position & Direction
	Count in 2s Count in 5s Count in 10s Recognise equal groups Add equal groups	Describe turns Describe position
	Make arrays Make doubles	Number : Place Value within 100
	Make equal groups - grouping Make equal groups - sharing	Counting to 100 Counting forwards within 100
	End of block assessment	Counting backwards within 100 Introducing a 100 square
		Partitioning numbers Comparing numbers
	Fractions	Ordering numbers One more and one less
	Find a half - shape/numberFind a quarter- shape/number	
	End of block assessment	Measurement: Money & Time
		Recognising coins Recognising notes Counting in coins
		Before and after Dates Telling the time to the hour
		Telling the time to the half hour Writing time Comparing time

Science	Plants Identify common trees/leaves To know that trees keep their leaves all year while other trees drop their leaves during Autumn and grow them again during Spring. Growing plants Identify the basic parts of a plant Label the basic parts of a plant Seasonal Changes Know that days are longer in the summer than the winter To discuss that the weather changes throughout the year To learn that the earth orbits the sun To choose appropriate clothing based on the weather	Everyday materials Know that some materials can be hard, soft, heavy, light etc How to distinguish the material of an object Compare and group everyday materials Identify and name everyday materials Select specific objects made of everyday materials
History		Toys To know what modern toys are like To use different sources to find out about the past To compare toys from different times To identify similarities and differences in toys from different times To understand how toys have changed over time
Geography	Continents and Weather To know and locate the 7 continents of the world To know and identify daily weather patterns in the context of the weather of the UK 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 Arctic.	

Computing	Programming animations During this unit, the children will become accustomed to the 'ScatchJr programming environment'. The children will discover that they can move characters on-screen using commands. The children will then compare ScratchJr to the Bee-Bots used in the previous unit.	Creating media - Digital Painting During this unit, the children will develop their understanding of a range of tools used for digital painting. They will then use these tools to create their own digital painting, while gaining inspiration from a range of artists' work. This unit concludes with learners considering their preferences when painting with and without the use of digital devices.
RE	Theme: Shabbat Religion: Judaism Is Shabbat important to Jewish children?	Theme: Rosh Hashanah and Yom Kippur Religion: Judaism Are Rosh Hashanah and Yom Kippur important to Jewish children?
Music	What Songs Can We Sing to Help Us through the Day? How music can play a significant part in helping us get through our daily life, in improving our quality of life and in being a part of – or even shaping – our way of life Having Fun with Improvisation' Learn new songs about getting ready for the day Learn basic notation	How Does Music Connect Us With The Environment? Listening Singing Playing Improvising and Composing Performing
Art & Design	Sid Kirkham Introduce Sid Kirkham Complete an artist study Consider the artwork of Sid Kirkham with an opportunity to comment on and evaluate his art work. Look at the colour of local buildings in pictures and mix colours to create different shades to match. Use a variety of tools and techniques including the use of different brush sizes and types. Mix and match colours to artefacts and objects Mix secondary colours and shade Create different textures	
Design & Technology		Designing Design an appealing product (smoothie) for a particular user based on a simple design criteria.

		Generate initial ideas and design criteria through investigating a variety of fruit. Communicate these ideas through talk and drawings. Making Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely. Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product. Evaluating To taste and evaluate a range of fruit and vegetables. To evaluate ideas and finished products against design criteria. Technical knowledge and understanding Understand where a range of fruit and vegetables come from Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of 'The Eatwell Plate' Know and use technical and sensory vocabulary relevant to the project.
RSHE	Being my Best Eating a balanced diet Keeping clean and healthy Learning new things and being resilient Praising others	Growing & Changing Our bodies and how they change Bullying & asking for help Surprises - not secrets Keeping our private
PE	Net & Ball Games Defending & attacking Racket & ball skills Hitting over a net Athletics Moving over distances Developing agility & co-ordination Developing balance Hopping, jumping and leaping Tuesday 16th May pm - KS1 sports	Team Building Working with a partner Working with a team Developing communication skills Decision making & scoring points Striking & Fielding Catching & throwing Underarm and overarm throwing Fielding & batting