English

Write a range of adjectives to describe a setting and character.

Choose whether to use 's' or 'es' for plurals.

Use the 'ed', 'ing', 'er' and 'est' suffix and the 'un' prefix.

Write a narrative, sequencing sentences in order.

Curriculum Newsletter
Year 1 -Elm
Summer

Maths

Count in 2s, 5s and 10s.

Use arrays to multiply and divide.

Find a half and a quarter of amounts and shapes.

Count, write and compare numbers to 100.

Tell the time to the nearest hour and half an hour.

History – School Days
Describe important events in the school's history.
Use a range of historical artefacts to find out about the past.
Express an opinion about a historical source.

Geography – School Days
Use basic geographical vocabulary to refer to key physical and human features.
Describe how a place or geographical feature has changed over time.

RE – Special Things in Nature
Recognise special things in nature.
Care for the natural world and appreciate the wonders of the natural world.
Recall the Biblical creation story.
Understand the relationship Christians have with nature.

PSHE – Being My Best
Understand what contributes to a healthy diet.
Recognise the importance of regular hygiene.
Understand how diseases can spread.

PE – Sending and Receiving
Develop rolling and throwing a ball at a target.
Practise throwing and catching a ball over a short distance.

Theme: School Days

This project teaches children about their own school and locality, both today and in the past. They compare schooling in the Victorian era to their experiences today.

Science – Plant Parts
Describe, following observation, how plants and animals change over time.
Label and describe the basic structure of a variety of common plants.

Art
Identify similarities and differences between two or more pieces of art.
Manipulate paper and card to create a simple form by cutting, layering and overlapping.

Design Technology – Chop, Slice and Mash
Sort foods into groups by whether they are from an animal or plant source.
Select the appropriate tool for a simple practical task.

Computing – Coding
Understand what instructions are.
Use code to make a computer program.
Plan a computer program.

Music – Have Fun with Improvisation
Find and try and keep a steady beat.
Play very simple patterns and simple melodic patterns.

Other Information

School Trip to Hatton Country World – 26th April.

PE Days – Monday and Tuesday