KS1 Curriculum Overview Year Group:1 Term: Summer

Topic: Animals and Aquatics		
RE	Pentecost: children will understand that the Holy Spirit is God and that Jesus promised to send the Holy Spirit when he went back to heaven. They will know the story of Pentecost and be able to describe how the disciples changed after receiving the Holy Spirit. They will also be able to identify and explain some of the symbols associated with the Holy Spirit and used in celebrations of Pentecost. Sharing Jesus' life Children will learn about Jesus' disciples and how Jesus called them. They will learn and revisit familiar bible stories.	
English	Read and perform different types of poems. Write their own poems about animals. Focus on ascenders and descenders within our handwriting and focus on using conjunctions to join sentences. The children will also be revising the use of adjectives, nouns and verbs in sentences. Recap features of information books and read information books related to animals. The children will write their own information texts. The children will continue to learn the phase 5 phonic sounds and the alternative sounds.	
Maths	Children will be continuing the unit of time looking at telling the time to the half hour, looking at next, before and after, estimating duration of time, comparing time and using a calendar. The children will be looking at money, recognising coins and recognising notes. Children will look at volume and capacity, comparing volume and capacity, finding volume and capacity, Using half and a quarter to describe volume.	
Science	Children will Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. Children will Identify and name a variety of common animals that are carnivores, herbivores and omnivores. Children will describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds, mammal including pets.) Children will Identify, name draw & label the basic parts of the human body and say which part of the body is associated with each sense.	
PE	Invasion games. The children will be learning throwing/catching skills and skills to work as part of a team.	
Art	Children will be using drawings, painting and sketches to develop and share ideas, experiences and imagination. They will learn about great artists, architects and designers in history. They will create a silhouette painting using different animals and colours.	
Computing	The children will be learning all about how a sequence is important when giving instructions and will use this to create a route based program for a screen turtle. The children will learn what an algorithm and a program are and learn to debug their program.	
Music	Use their voices expressly and creatively by singing songs and speaking chants and rhymes. Play tuned and unturned instruments and recorded music and experiment with, create, select and combine sounds. Listen with concentration to a range of music.	
D&T	The children will be learning about windmills and what they are used for. They will use a net template to design and create their own windmill for a mouse to live in. They will assemble their windmill and attach a moving turbine for the sails. They will evaluate their designs and say how they could be improved.	
Geography	Understand geographical similarities and differences through studying the human and physical geography of a small area of the UK and in a contrasting non-European Country. Identify the location of hot and cold areas of the world. Use basic geographical vocab to refer to key physical, features: beach, cliff, coast, forest, hill, mountain, sea, ocean, river.	
History	Learn about significant historical events, people and places. Learn how human's relationship with dogs has changed over time. Create a fact file about an animal using known facts.	

Year I Summer 2 Spellings

Week 1		
travel	walked	
bottle	hospital	
animal	marched	
pencil	friend	
cleaned	door	

Week 2		
large	myth	
dodge	wash	
badge	dolphin	
straight	says	
weight	again	

Week 3		
cheese	explore	
sneeze	crunch	
sister	once	
trust	enough	
pour	eye	

Week 4		
picture	players	
capture	grey	
cheer	water	
steer	please	
main	hour	

Week 5		
mouse	invite	
prince	blind	
limb	bike	
climb	two	
might	who	

Week 6	
poor	secret
warm	athlete
knee	pretty
knuckle	half
funny	laugh