

## KS1 Curriculum Overview

Year Group:1

Term: Summer

<b>Topic: Animals and Aquatics</b>	
<b>RE</b>	<p><b>Easter:</b> children will know that Easter celebrates the Resurrection of Jesus from the dead and will know the story of the women finding the empty tomb. They will be able to identify and explain the significance and symbolism of the Easter candle. They will also know that after the Resurrection the disciples told people about what they had seen and begin to understand the message of the Resurrection.</p> <p><b>Pentecost:</b> 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.</p>
<b>English</b>	<p>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.</p> <p>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 recap phase 3 sounds.</p>
<b>Maths</b>	<p>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.</p>
<b>PE</b>	<p>Invasion games. The children will be learning throwing/catching skills and skills to work as part of a team.</p>
<b>Art</b>	<p>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. They will sculpt an animal using clay.</p>
<b>Computing</b>	<p>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.</p>
<b>Music</b>	<p>Use their voices expressly and creatively by singing songs and speaking chants and rhymes. Play tuned and untuned instruments and recorded music and experiment with, create, select and combine sounds. Listen with concentration to a range of music.</p>
<b>D&amp;T</b>	<p>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.</p>
<b>Geography</b>	<p>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.</p>
<b>History</b>	<p>Learn about significant historical events, people and places. Learn how human's relationship with dogs has changed over time.</p>