

## KS1 Curriculum Overview

Year Group:1

Term: Summer 2

<b>Topic: Animals and Aquatics</b>	
RE	<p><b>Sharing Jesus' life</b> Children will learn about Jesus' disciples and how Jesus called them. They will learn and revisit familiar bible stories.</p> <p><b>Forgiveness:</b> Children will understand how Jesus forgives others and how our choices affect others.</p> <p><b>Following Jesus today:</b> Children will learn about the role of a priest and how we can follow in Jesus' footsteps.</p>
English	<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 the alternative sounds.</p>
Maths	<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>
Science	<p>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 &amp; label the basic parts of the human body and say which part of the body is associated with each sense.</p>
PE	<p>Invasion games. The children will be learning throwing/catching skills and skills to work as part of a team.</p>
Art	<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.</p>
Computing	<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>
Music	<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>
D&T	<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>
Geography	<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>
History	<p>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.</p>

## Year 1 Summer 1 Spellings

Week 1	
stray	dream
may	toy
tied	oyster
pie	stir
heap	smirk

Week 2	
clue	whirl
glued	graph
dawn	orphan
prawn	kidney
whip	turkey

Week 3	
five	globe
stripe	scrape
rule	maze
prune	walking
joke	wall

Week 4	
chews	garden
flew	fantastic
trauma	poison
haunt	explode
splendid	snooker