

RE & RSHE

RE

Islam What does it mean to be a Muslim?

Christianity

Why did Jesus tell stories?

PSHE

Relationships Education

- What are the qualities of a good friend?
- What are my positive qualities?
- How am I growing and changing?
- What are the different types of families?

History & Geography

History

Stories from long ago.

How can we learn about life long ago from a story?

- listen and respond to someone telling a story about their own life
- start to think about how we find out about the past from stories and other sources.

Geography

A different Place in the World (Bangladesh Focus)

How is life different in Bangladesh?

- understand geographical similarities and differences through studying buildings and landscapes eg London and houses in Bangladesh.

French

- learn how to ask simple questions about colours, the weather and seasons.

PE & Music

PE

Games- coordination, negotiating space, spatial awareness, decision making and healthy lifestyles.

Music

-listening and composing project - OAE collaboration

Art

Printing

- Monoprints of fruit and vegetables with a link to the Science topic.

**Ash
Year 1
Summer Term**



DT

Houses and Shelters

- design and build houses and shelters
- join and combine materials and components using a variety of methods
- evaluate what they have made.

English

Phonics Phase- Phase 5.

Practise alternative spellings for phoneme. Practise reading and spelling words with adjacent consonants and words with newly

Texts- The Tiny Seed, Patten's Pumpkin, Chocolate poem, The Puffin Book of Fantastic First Poems

Grammar and punctuation-

-introducing question mark and exclamation marks

Outcomes- instructions, advice writing, recount writing, questions, description (setting), advice giving, narrative, recipe writing

Science

Plants

- How can you identify and name common wild and garden plants?
- How can you identify and describe the basic structure of a variety of common flowering plants, including trees?

Seasonal Change

- Observe and describe weather and seasons.

Computing

Digital Writing and introduction to animation

- understand the various aspects of using a computer to create and change text.
- introduction to on-screen programming through ScratchJr
- use programming blocks to use, modify, and create programs.

Maths

Place Value

- count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s

Addition & Subtraction

- solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$.

Measurement

- sequence events in chronological order using language
- recognise and use language relating to dates, including days of the week, weeks, months and years
- tell the time to the hour and half past the hour and draw the hands on a clock face

Geometry- Position and Direction

- describe position, direction and movement, including whole, half, quarter and three quarter turns.