

Topic

Geography:

Locational Knowledge – Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding sea.

Place Knowledge - Understand geographical similarities and differences through studying the human and physical geography.

Human and Physical Geography - Use basic geographical vocabulary.

Geographical Skills and Fieldwork - Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans.

Design and Technology:

To design, create and evaluate a seaside slider

Design - Describe the features of the product I am designing and making. Generate and develop ideas by talking and drawing.

Make - Select from a range of tools and equipment to perform practical tasks. Select from, and use, a range of materials and components e.g. ingredients. Measure, mark, cut and shape materials appropriately.

Technical Knowledge - Talk about different materials and describe their properties. Build a structure and explain why I have used certain materials.

Evaluate - Talk about what I am making and why.

Music

To respond to music creatively, to give opinion on music, to describe the tone of music, to explain likes and dislikes of a piece of music.

Music pieces:

- The Nutcracker
- Hans Zimmer- interstellar
- Peter and the wolf

Science

Working on a range of scientific enquiry skills based on our previous learning of all science topics.

English

Fiction: Practicing independent writing. Creative writing. Innovating endings to stories. Exploring, writing and performing poetry. Using speech marks.

Non-Fiction: fact files on local sea life. Exploring non fiction writing. Writing newspaper reports

Religious Education

Places of Worship: What is a place of worship?, Christian Church, Why are places of worship important? and A new place of worship.

PSHE

Diverse Britain: My school, My community, belonging, my country, what makes me proud to be British?

Year 1 Topic Web Summer 2 Charming Coastlines

Maths

Place Value: Count from 50 to 100, Tens to 100, Partition into tens & ones, The number line to 100, 1 more 1 less, Compare numbers with the same number of tens and Compare any two numbers.

Money: Unitising, Recognising coins, Recognise notes and Count in coins.

Time: Before and after, Days of the week, Months of the year, Hours minutes seconds, Tell the time to the hour and Tell the time to the half hour.

Physical Education & Games

Races and team games: Balance, sprinting, obstacle courses, teamwork

Computing

Data – making groups, comparing groups, answering questions on data and information