



## Topic and Year Group

Year 1- Off to Sea!

### English

- To say my sentence aloud before writing
- To use capital letters and full stops
- To use capital letters for names of places
- To use my phonics to sound out words
- To use a variety of conjunctions to join my ideas
- To use the correct form of the past tense

#### Narrative:

- To make predictions
- To role play
- To write in role as a character
- To create a story map
- To write a character description
- To write a setting description
- To identify the features of different styles of writing (persuasive writing, newspaper report)
- To write instructions
- To write a newspaper report
- To write a persuasive letter
- To publish my writing

#### Non-Fiction:

- To gather and record facts about an animal
- To explore the features of a non-fiction text
- To identify the features of a fact file

### Maths

#### Multiplication and division:

- Count in 2's, 5's and 10's
- Recognise and add equal groups
- Make arrays
- Make doubles
- Make equal groups – sharing and grouping

#### Fractions:

- Recognise and find a half of an object or shape
- Recognise and find a half of quantity
- Recognise and find a quarter of an object or shape
- Recognise a quarter of a quantity

#### Position and direction:

- Describe turns
- Describe position – left and right, forwards and backwards, above and below
- Ordinal numbers

#### Place value (within 100):

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

#### Money:

- Unitising
- Recognise coins and notes
- Count in coins

#### Time:

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

### Science

#### Plants:

- To identify and name common wild and garden plants.
- identify and name a variety of common deciduous and evergreen trees
- To label the main features of a plant
- To identify and classify plants into groups
- To explain what a plant needs to grow
- To make observations and draw conclusions

#### Seasonal Changes:

- To identify signs of Summer
- To observe changes to plants in Summer and compare to other seasons
- To observe the weather in Summer and compare it to different seasons



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## RE

- Stories and artefacts from main religions
- Islam, Buddhism and Judaism
- Gifts and giving

## Spanish

- Sports
- Jobs
- Food
- I can introduce myself

## Geography/History

### Geography:

- To identify the features of the local area
- To recognise human and physical features in our local area
- To locate and name the continents and oceans of the world
- To identify the features of a seaside location
- To compare features of a seaside and town location
- To locate seaside towns on a map of the UK
- Identify islands of the UK and learn about what life is like on a small island

### Sustainability:

- Plastic pollution in our oceans

## Art/D&T

- Flower paintings inspired by Monet
- Seascapes by Turner
- Pointilism technique (Georges Seurat)
- Seasonal changes artwork using plasticine

## Trips/Events

- The Garden Museum
- Sports Day

## PSHE/RSE

### Relationships:

- To know how to make friends
- To solve friendship problems when they occur
- To help others to feel part of a group
- To know how to help myself and others when they are feeling upset
- To know and show what makes a good relationship

### Changing me:

- To understand that everyone is unique
- To express how I feel when change happens
- To understand and respect changes within myself and others
- To know who to ask for help when worried about change



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## STEAM

- **Using a simple circuit to create a sound interactive**
  - Understanding how batteries, switches, wires and buzzers create a circuit
  - Exploring and building a simple circuits that creates a sound
- **Using a motor to create a simple drawing machine**
  - Build a simple circuit that drives a motor
  - Using a simple circuit and junk materials to create a drawbot. A machine that makes marks

## Computing

### Inputs and Outputs:

- Using Scratch and Microbits to explore different input methods including buttons, touch and light
- Using Scratch and Microbits to explore different outputs including light, sound and movement

### Digital Art:

- Using Scratch and other coding platforms explore algorithms and code to create artwork
- Understand that different algorithms can create different patterns

## PE

- Athletics
- Cricket

## Drama/Dance

### Dance:

- patterning, special awareness, co-ordination and dancing in unison

## Music

- Magical Music Aquarium
- Classical Seas

## Yoga

- N/A