



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

- **Sanatana Dharma:**
 - What might Sanatanis learn from the story of Rama and Sita and the celebrations of Diwali?
- **Buddhism:**
 - Why is the story of the Buddha important to some Buddhists?

Spanish

- Animals
- Weather and Seasons
- Parts of the face and body
- Feelings and emotions
- Food and drink

Geography/History

Geography:

- To identify the features of the local area
- To recognise human and physical features in our local area
- 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
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Sustainability:

- Plastic pollution in our oceans

Art/D&T

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

Trips/Events

- The Garden Museum
- Victoria Park
- Sports Day
- Happiness Day
- 'Little Big Me' 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 motor to create a simple drawing machine

- Creating a simple circuit using a battery, switch and motor.
- Creating a simple draw bot using junk materials.
- Adding the circuit to the draw bot.
- Creating a collaborative art work using their draw bots.

Using a simple circuit to create a sound interactive

- Creating a simple Scratch code that produces sound.
- Create a 3D object.
- Using a HID (Human Interface Device) connect the program to the object.

Computing

Inputs and Outputs

- Investigating different ways of triggering programs and events using Scratch and Micro:bits
- Investigating different types of outputs from digital devices.
- Coding Micro:bits to trigger a variety of outputs (sound, motors, lights) with a number of inputs (buttons, movement and sound).

Digital Art

- Use different programs and apps to create digital art.
- Use code to create digital art to be used in a gallery.

E-Safety

- Always log out.
- Keep your passwords safe.
- Using the internet safely.

PE

- Athletics
- Cricket
- Sports Day Practice

Drama/Dance

Dance:

- patterning, spatial awareness, co-ordination and dancing in unison
- dancing to 'Oompa Loompa' and 'Never Had Chocolate Like This' for Summer Pudding

Music

- Magical Music Aquarium
- Classical Seas

Yoga

- Consolidating previous yoga moves – downward facing dog, monkey, resting dove, shark, flamingo, cobra.
- Focusing on stillness during breath control technique for relaxation and mindfulness