



# All around the world- Summer 1- Year 1 2019-2020

Science- Weather	Geography	Art and Design
<ul style="list-style-type: none"> <li>Name the four seasons and describe the changes that take place.</li> <li>Observe and describe the weather associated with the seasons.</li> </ul>	<ul style="list-style-type: none"> <li>Name and locate the four countries and capital cities of the United Kingdom and the surrounding seas.</li> </ul>	<ul style="list-style-type: none"> <li>To use a range of materials creatively to design and make products.</li> <li>To use drawing painting and sculpture to develop and share their ideas, experiences and imagination.</li> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</li> </ul>

Design and Technology	R.E.	Music	Computing- Computer Science
<ul style="list-style-type: none"> <li>Design purposeful, functional and appealing products for themselves and other users based on design criteria.</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock ups and ICT.</li> <li>Select from and use a range of tools and equipment to perform practical tasks.</li> <li>Select from and use a wide range of materials and components including construction materials, textiles and ingredients according to their characteristics.</li> <li>Evaluate their ideas and products against a design criteria.</li> <li>Build structures exploring how they can be made stronger, stiffer or more stable.</li> </ul>	<ul style="list-style-type: none"> <li>To look at the bible and find out what it teaches us about God.</li> <li>To visit a church and note its symbolism.</li> <li>To name specific objects found in a church and explain their uses/ meaning.</li> </ul>	<ul style="list-style-type: none"> <li>Moving physically to the beat of a song.</li> <li>Feeling the beat and playing instruments with increasing accuracy.</li> <li>Saying and clapping rhythms and patterns.</li> </ul>	<ul style="list-style-type: none"> <li>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</li> <li>Use logical reasoning to predict the behaviour of simple programs.</li> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>

English-	Maths
<ul style="list-style-type: none"> <li>To write a postcard.</li> <li>To write a letter to persuade.</li> <li>To create instructions for how to make a model.</li> <li>To write a diary entry.</li> <li>To write to retell the Easter Story.</li> </ul>	<ul style="list-style-type: none"> <li>To understand place value.</li> <li>To multiply and divide.</li> <li>To understand, recognise and find 1/2 and a 1.4 of shapes and amounts.</li> <li>To understand and describe position, direction and movements.</li> <li>To explore and measure using a range of units (kg, g, cm, m, ml, l)</li> </ul>

SMSC/ Enrichment	British Values
<ul style="list-style-type: none"> <li>Assembly themes - Cultural/SEAL/Class</li> <li>Encourage children to take responsibility for their behaviour</li> <li>Reflection within lessons on progress/learning/next steps</li> <li>Hook Day- 13th March</li> <li>World Book Day- 5th March</li> </ul>	<ul style="list-style-type: none"> <li>To talk and write about their opinions and explain their views</li> <li>To care about other people's feelings and try to see things from their point of view</li> <li>To reflect on spiritual, moral, social and cultural issues</li> <li>To appreciate the range of national, regional, religious and ethnic identities in the United Kingdom</li> <li>To think about people with different values and customs</li> <li>To think about the lives of people living in other places and times</li> </ul>