

Heyhouses C.E. Primary School Termly Overview

Summer Term 2 Year 1

<u>Subject</u>	<u>Unit</u>	<u>Outcome</u>	<u>Hands on Experience-visitors etc.</u>
<u>English</u>	Poetry on a theme – nature – writing unit	To know that the theme is the main idea of the poem. To read and discuss different poems. To write a poem on a given theme.	
	The Lion inside – reading unit.	To know that character traits are the behaviours and attitudes that make up the character’s personality. To know a fact is something that is known as true. To use the context to work out the meaning of unknown words. To retrieve the main fact from a sentence.	
	Instructional writing	To know the features and layout of instructional writing. To know how to write a set of instructions for something they have made. To use imperative verbs to write command sentences. To use a numbered list to order steps in their writing.	
	The Hare and the Tortoise – reading unit	To know a fable is a story that teaches a moral lesson.	

	<p>The Proudest Blue – reading unit</p> <p>Flexible block – seaside writing.</p>	<p>To know the different ways an author tells us about the characters. To arrange events on a timeline in the order they happened. To infer a character’s personality by what they say.</p> <p>To know that titles are the names given to books. To know an illustrator is the person who creates the pictures to accompany the text. To use the title, pictures, text and personal experiences to make a prediction. To infer characters’ feelings from pictures.</p> <p>To write a seaside story using punctuation and description.</p>	
<p>Maths</p>	<p>Unit 14 – numbers to 100</p>	<p>Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens.</p> <p>Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.</p> <p>Recognise the place value of each digit in a two-digit number (tens, ones)</p>	

	<p>Unit 15 – Money</p> <p>Unit 16 - Time</p>	<p>When given a number, identify one more and one less.</p> <p>Recognise and know the value of different denominations of coins and notes.</p> <p>Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening].</p> <p>Recognise and use language relating to dates, including days of the week, weeks, months and years.</p> <p>Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</p>	
<u>Science</u>	Seasons	To observe changes across the seasons – summer.	
<u>Computing</u>	<u>Programming</u> <u>animations – scratch junior</u>	To begin to use, modify and create programs.	
<u>Geography</u>	Locational knowledge – Beside the Seaside.	<p>To describe simple human and physical features of seaside resorts.</p> <p>To describe the location of seaside resorts.</p> <p>To visit a seaside resort to carry out field work.</p>	

<u>History</u>	N/A		
<u>Art and DT</u>	Seaside art and DT skills –	To sew a puppet. Painting skills Collage	
<u>Music</u>	Pitch and Rhythm	To develop pitch and rhythm.	Music with Mr McKenzie.
<u>RE</u>	New Testament – Which part of the story do you like best?	To build on and increase pupil's knowledge of New Testament stories – the Gospel To explore the Christian values in these stories To make links between their own experiences and the experiences of the characters in the story.	
<u>PSHE</u>	Living in the Wider World – aiming high	To discuss their star qualities; To identify what a positive learning attitude is. To talk about jobs they can do when they grow up To discuss what skills and interests are needed for different jobs. To talk about hopes they have for the future. To discuss what they are looking forward to about next year.	
<u>PE/Games</u>	Zog FMS Tri-throff throwing and Rolling	To develop fundamental movement skills To be able to throwing and roll with increasing accuracy.	