

# Year 1 Summer Term

## Great Explorers

### What a wonderful world!

#### Islam and Hinduism

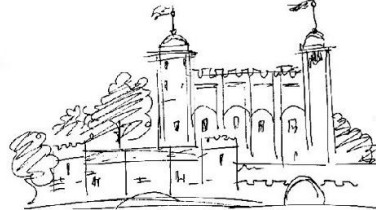
- Recognise and name features of religions and beliefs
- Recognise features of religious life and practice



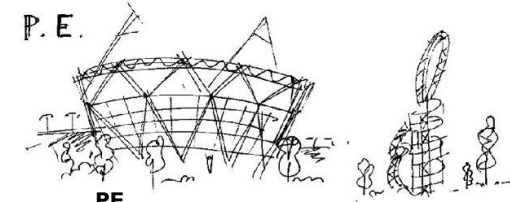
RE.

#### History and Geography

- Name continents and Oceans
- Understand hot and cold climates
- Research characteristics of different continents
- Map out human and physical features
- Discuss an important historical figure (Ibn Battuta)



HUMANITIES



P. E.

PE

#### Hit, catch and run

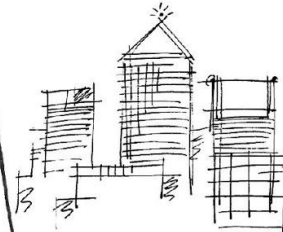
- Develop sending and receiving skills to benefit fielding as a team.
- Introduce the concept of simple tactics.

#### Attack, Defend, Shoot

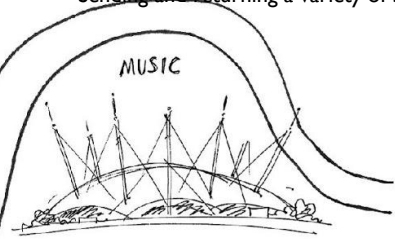
- Able to shoot with increased confidence using hand or bat.
- Move towards a moving ball to return.
- Sending and returning a variety of balls.

#### Maths –No Problem

- Fractions
- Multiplication
- Division



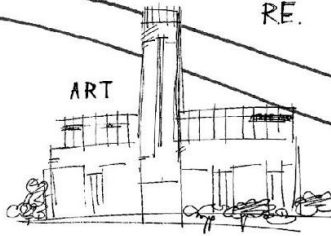
MATHS



MUSIC

#### Singing Exploring different instruments

- experiment with, create, select and combine sounds using the interrelated dimensions of music



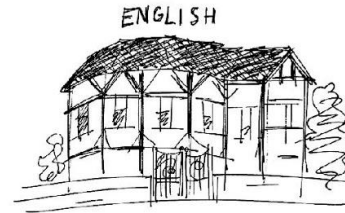
ART

#### Great Explorers

- Observation Sketches
- weaving

#### What a wonderful world

- Observing landscapes
- Mixing different colours



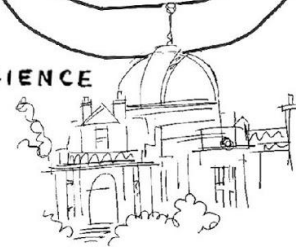
ENGLISH

#### Handwriting

- Leaving spaces between words
- Grammar, Punctuation & spelling
- Punctuate sentences with capital letters, full stops, exclamation marks and question marks.
- Use capital letters for places, people and days of the week
- Use prefix 'un'
- Read and write year 1 common exception words

#### Astro Girl - Ken Wilson Max How to get to Space (instructions)

SCIENCE



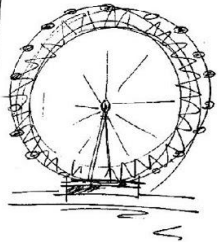
#### Animals including Humans

- Life cycle of different animals
- Learn what animals need to survive
- Discuss how animals have adapted for different habitats

#### Plants

- Learn what plants need to grow
- Learn about how plants have adapted for their habitats

DESIGN



#### Constructing - rockets

- Learn about stability and strength
- Design a rocket
- Make a rocket