

History: The Moon Landing

- To give simple explanations why a person from the past acted as they did and talk about consequences of those actions.
- To identify and talk about different accounts of real historical situations.
- To recognise and describe special times or events for family and friends.
- To use vocabulary associated with the past e.g. 'old and new, then and now'.

RE: People Jesus Met

Concept: Change

- To talk about different types of change in their experience
- To talk about how their responses to change affect their lives
- To talk about the meaning of change and different types of change
- To talk about and recognise that Christians believe that Jesus changes some people's lives
- To talk about why the idea of Jesus being able to change people is important to Christians and identify an issue raised.

Art: Aliens and Monsters

Drawing-

- To draw from imagination.
- To draw imaginary faces.
- To consider shapes of features for an asymmetric imaginary face.

Painting / pastel-

- To paint from imagination.
- To mix and match primary and secondary colours.

Collage-

- To cut straight and curved lines.
- To cut accurately (faces from magazines/ printed internet)

Music: Can I be helpful?

Dimensions Focus: duration and texture

- Duration - Explore, respond to and recognise patterns of long and short sounds and to steady beats in music heard and performed.
- Structure - Explore, respond to and recognise solo sounds and layers of sounds.

Seas and Ocean
Summer 2 2024
Year 1: Owls



Has anyone been to the moon and how do we know?

Value: Resilience

Computing: Programming Animations

- To choose a command for a given purpose.
- To show that a series of commands can be joined together.
- To identify the effect of changing a value.
- To explain that each sprite has its own instructions.
- To design the parts of a project.
- To use my algorithm to create a program.

PE:

Tuesday Athletics Thursday Gymnastics

Gymnastics – Points and patches:

- Learn a variety of basic gymnastic movements.
- Be still in different body shapes and balances and combine different ways of travelling.
- Move between mats and small apparatus and change the speed of movement.
- Handle apparatus safely.
- Recognise how it feels when the body is tense in a balance.
- Develop balance, agility, co-ordination of travelling, stillness, jumping, timing, changing shape, direction and size.

Multi-skills - athletics:

- Catch numerous sized items.
- Shows control over an object in throwing, catching or kicking it in isolation

Science: Plants How do plants grow?

- A seed contains a miniature plant that can develop into a fully grown plant.
- A bulb has underground vertical shoots which already has modified leaves
- Seeds and bulbs need water to grow but most do not need light (germination)
- Seeds and bulbs have food stores inside them to help the plant start to grow.
- To survive plants, need to get water, light, and avoid being eaten
- A seed produces roots to allow water to get into the plant.
- A seed produces shoots to produce leaves to collect the sunlight.
- A basic plant structure can include leaves, flowers (blossom), petals, fruit, roots, bulb, seed, trunk, branches, stem.

Design Technology: Mechanisms – Wheels and axles

- To understand how wheels move.
- To identify what stops wheels from turning.
- To design a moving vehicle.
- To build a moving vehicle.