Maths

In Maths, we will continue to recap our place value knowledge and apply our addition and subtraction strategies through different topic areas. We will continue learning about different coins and notes and their values, as well as calculating total amounts using money. We will be measuring and learning about the units we use to measure height, weight, capacity and length. Then we will use our knowledge to measure different items. The children will also be investigating 2d and 3d shapes. They will be naming these, finding examples in everyday life and learning the basic properties for each of them.

PE

In PE, the children will be doing athletics. They will focus on running, jumping and throwing, and learn about the different techniques to help them improve their skills. They will learn how to pace themselves for longer running and how they can use more power in shorter runs.

Computing

In Computing, we will be introducing the children to Scratch Jr. The children will apply their algorithm learning from the Beebots to control their sprite using the different programmable blocks.

Science

In Science, our big question to explore will be 'How do plants grow?' The children will be growing their own flower and learning what conditions it needs to stay healthy and to survive. We will look at where plants come from and the difference between bulbs and seeds. We will use the term germination and look at a plant in the different stages of its' growth. The children will make predictions about what will happen to plants when grown in different conditions.

History

In History, we will be learning about 'The Great Exhibition.' We will look at where this is on our timeline compared to now, and when George Stephenson lived. The children will learn where the exhibition was first held and what items were shared there. We will look at how some of the inventions have evolved and how they are different now. We will challenge the children to think about what the same invention could look like in another 100 years time! We will consider if the exhibition was a significant event and why; both at the time it took place and in the present day.

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<u>RE</u>

In RE, we will be learning about the Jewish celebration of Shabbat. We will look at how this makes people feel like they belong and when we feel like we belong. We will introduce the children to a synagogue and look at why this is an important place for people of the Jewish faith.

English

In English, we will start by reading the story 'Mrs Armitage's Wheels.' The children will think about all the gadgets that were added to her bike. The children will then consider gadgets they would add to their bike. They will then use the structure of the story to recreate, retell and finally write their own version of the story. The children will explore information texts about incredible inventions and then use this style to write their own fact file about their very own invention. We will create our own class book of our 'Bright Ideas.' We will continue focussing on writing accurate sentences with finger spaces, correctly formed letters and letters all sat neatly on the line. We will also explore more words that use the prefix un- and the suffixes -est, -er, -ed and -ing. We will be looking at joining two simple sentences together using the conjunction and.

<u>Art</u>

In art, we will start off by learning about the designer Philip Treacy. We will introduce the children to the term 'Milliner' and explore some of Phillip Treacy's different hat designs. The children will sketch different designs and practise creating different shades and tones with their pencil. We will also look at how hats are shown in paintings by Sherree Valentine Daine. The children will make comparisons between the two artists before finally designing and creating their very own hat for the exhibition.

Music

In music, we will look at the vocabulary of pitch, tempo, dynamics and structure and use these to describe different pieces of music. We will then listen to the rhythmic beats and copy these using percussion instruments adjusting the dynamics, speed and structure as we play.