Summer Plan for Year 1 Elm	Summer Term 1	<u>Summer Term 2</u>
<u>class</u>	Knowledge & Skills	<u>Knowledge & Skills</u>
<u>Topic</u>	Splendid Skies	Enchanted Woodland
	Sci: Seasons	Sci: Growing plants
<u>History</u>	To know about a historical character/ significant people (Sir Francis Beaufort).	Know how to distinguish between fact and fiction
		Comparing adults talking about the past - why are some memories different to others?
Design and Technology	To know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.	Recognise the importance of planning and designing before making and evaluating. Building structures, exploring how they can be made stronger, stiffer and more stable.
	Developing a range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	Selecting and using a wide range of materials and components, including construction materials, textiles and ingredients,
	Impressing and applying simple decoration. Using glue and paste carefully. Cutting shapes using scissors.	according to their characteristics.

<u>Geography</u>	To identify seasonal and daily weather patterns in the UK and the location of hot and cold countries of the world in relation to the equator and the North and South Poles To use basic geographical vocabulary to refer to key physical features including the season and weather. Observe and record e.g. draw pictures of the weather at different times of the year or keep a record of how many times it rains in a week in the winter and a week in the summer. Express opinions about the seasons and relate the changes to changes in clothing and activities e.g. winter = coat, summer = t-shirts.	To use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features, to devise a simple map and use and construct basic symbols in a key. To use simple compass directions (North, South, East and West) and locational and directional language (near, far, left and right) to describe the location of the features and routes on a map.
Science	To observe the changes across the four seasons. To observe this closely using simple equipment. To use these observations and ideas to suggest answers to questions. To gather and record data to help in answering questions. To perform simple tests. To observe and describe weather associated with the seasons and how day length varies.	To identify and name a variety of common wild and garden pants, including deciduous and evergreen trees. To identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. To identify and describe the basic structure of a variety of common flowering plants, including trees. To be able to identify and classify.
<u>Computing</u>	I can give instructions to my friend and follow their ins tructions to move around.	I can give instructions to my friend and follow their instructions to

	I can describe what happens when I press buttons on a robot. I can press the buttons in the correct order to make m y robot do what I want. I can describe what action I will need to do to make something happen and begin to use the word 'algorithm'. I can begin to predict what will happen for a short sequence of instructions. I can begin to use software/apps to create movement a nd patterns on a screen. I can use the word 'debug' when I correct mistakes whe n I Program.	move around. I can describe what happens when I press buttons on a robot. I can press the buttons in the correct order to make my robot do what I want. I can describe what action I will need to do to make something happen and begin to use the word 'algorithm'. I can begin to predict what will happen for a short sequence of ins tructions. I can begin to use software/apps to create movement and pattern son a screen. I can use the word 'debug' when I correct mistakes when I Program.
<u>Art</u>	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To describe what they think and feel about their own work. To demonstrate some knowledge about the work of a range of artists, craft makers and designers.	To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
Literacy	Fiction 5: Fairy stories. Non-fiction 5: Letters. Poetry 5: Poems about nature.	Non-fiction 6: Information texts. Poetry 4: Traditional Poems. Fiction 6: Fantasy Stories - Superheroes.
<u>Numeracy</u>	Counting in 10s. Adding and Subtracting. Telling the time. Problem Solving.	Add bridging 10. 2D shapes. Rotation. Data. Finding Change. Days of the Week. Capacity. Multiplication and Division.

RE Come and See	Easter	Pentecost and Mission
<u>Phonics</u>	See separate planning for phonics	See separate planning for phonics
PE	I can hit a ball with a bat. I can throw in different ways. I can use hitting, kicking and/or rolling in a game. I can follow rules. I can describe what other people did. I can say how I could improve.	I can hit a ball with a bat. I can throw in different ways. I can use hitting, kicking and/or rolling in a game. I can follow rules. I can describe what other people did. I can say how I could improve.