

ICT/Computing

- Recognise common uses of information technology beyond school.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Understand what algorithms are; how they are implemented as programs of digital devices; and that programs execute by following precise and unambiguous instructions.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs. technology purposefully to create, organise, manipulate and retrieve digital content.
- Recognise common uses of information technology beyond school.

PSHE

Theme – Changing me

Geography

- To use basic geographical vocabulary to refer to physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather.

Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

English

- Poetry - acrostic poems with a focus on similes and revising alliteration.
- Whole school book focus looking at setting descriptions with a focus on vocabulary.

R.E

Theme – What places are special to us?

Year 1 Curriculum Map

Moon Zoom

Summer Term 2 Overview of Learning

P.E

- Games – Throwing and catching
- Athletics – Choosing equipment that is suitable for the task/ challenge.

Homework

- Reading 3X a week.
- Spellings.
- Reading and Spelling Year 1 & 2 Common Exceptions words.

Science

- Use their observations and ideas to suggest answers to questions,
- Ask simple questions and know that they can be answered in different ways.
- Gather and recording data to help in answering questions.

History

- To learn about events beyond living memory (Moon landing).
- To learn about the lives of significant individuals in the past who have contributed to national and international achievement (Neil Armstrong).

Design Technology

- To design purposeful and functional products for themselves and other users based on design criteria.
- To develop and model their ideas through drawing, templates and information technology.
- To evaluate their ideas and products against design criteria.
- To explore and evaluate a range of existing products.
- To explore and use mechanisms in their products.

Art & Design

Use a range of materials creatively to design and make products.