Nurturing Nurses
and
Beside the Seaside

Key Stage 1
Summer Term Overview
2017

DT: 'Sensational salads'

Prepare and understand the principles of a healthy and varied diet.

Art: Joan Miro

To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

To use a range of materials creatively to design and make products.

To use painting and sculpture to develop and share their ideas and imagination.

History

To develop an awareness of the lives of significant individuals in the past who have contributed to national and international achievements.

Geography

To use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this key stage.

To use basic geographical vocabulary to refer to human and physical features.

To name, locate and identify characteristics of the four countries and capital cities of the UK.

English

Developing key reading and writing skills through comprehension, story writing, non-fiction work, spelling, punctuation, vocabulary and grammar using the Talk 4 Writing (T4W) approach.

Main texts: Rumplestiltskin and Cat, Bramble and Heron.

Maths

A variety of written and practical work linked to: weight, volume, capacity, mass, temperature, place value, 3D shape, four operations and problem solving.

PSHE

Class, group and partner work related to:

Rights, rules and responsibilities

Managing Risks

Music

1. Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
2. Play tuned and untuned instruments musically.
3. Listen with concentration and understanding to a range of high-quality live and recorded music.
4. Experiment with, create, select and combine sounds using the inter-related dimensions of music.

PE

Gymnastics, dance and games

PLUS

Yr 2 have swimming.

Science

Animals including humans

Living things and their habitats

RE

Discussions, stories and role play revolving around the topics of 'Nature and God'.

Computing

1. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

2. Create and debug simple programs

3. Use logical reasoning to predict the behaviour of simple programs