

Year 1 Summer Term

Ship Ahoy!

Science

Animals, including humans

- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores.
- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)
- Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Seasonal Changes

- Observe changes across the four seasons.
- Observe and describe weather and associated with the seasons and how day length varies.

Working scientifically

- Ask simple questions and recognise that they can be answered in different ways.
- Observe closely, using simple equipment.
- Perform simple tests
- Identify and classify
- Use observations and ideas to suggest answers to questions
- Gather and record data to help in answering questions

Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Listen with concentration and understanding to a range of high-quality live and recorded music.

Design and Technology

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.
- Build structures, exploring how they can be made stronger, stiffer and more stable.

History

- The lives of significant individuals in the past who have contributed to national and international achievements e.g. Christopher Columbus and famous pirates.
- Changes within living memory e.g. changing seaside

Geography

- Use basic geographical vocabulary to refer to physical and human features e.g. beach, cliff, coast, hill, sea, ocean, season, weather, city, town, port, harbour, quay etc.
- Use simple compass directions and locational and directional language to describe the location of features and routes on a map.
- Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.

Computing

Programming Beebots

- To sequence instructions in the correct order.
- Understand the function of each button on the beebot.
- Programme the beebot to move to the desired location.
- Make beebot follow a path.
- Make beebot return to original position.
- Predict where the beebot will end up.

2Code - Algorithms

- To input forward, left and right instruction. (Algorithm)
- Use logical reasoning to predict and then select an appropriate value.
- Use trial and error to debug instructions and programs in order to solve problems.

Art and Design

- Recognise that ideas can be expressed in artwork.
- Experiment with all materials presented to them and realise that they have different qualities.
- Show interest in and describe what they think about the work of others.
- To recognise and describe some simple characteristics of different kinds of art, craft and design.
- To name tools, techniques and the formal elements e.g. colours, shapes, tones etc. that they use.

Languages

- Names for sea animals

P.S.H.E.

- To know about the process of growing from young to old and how people's needs change.
- To know the names for the main parts of the body (including external genitalia) the similarities between boys and girls.
- The difference between secrets and surprises and the importance of not keeping adults' secrets, only surprises.
- To identify and respect the differences and similarities between people.
- To identify the special people (family, friends, carers), what makes them special and how special people should care for one another.
- That there are different types of teasing and bullying, that these are wrong and unacceptable.
- How to resist teasing or bullying, if the experience or witness it, whom to go to and how to get help.
- What improves and harms their local, natural and built environments and about some of the ways people look after them.

Religious Education

- How do Christians talk to God?
- How can I make a difference in the world?

Physical Education

- Master basic movements of running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.
- Participate in team games, developing simple tactics for attacking and defending.