

Heyhouses C.E. Primary School Termly Overview

Summer Term 1 Year 1

<u>Subject</u>	<u>Unit</u>	<u>Outcome</u>	<u>Hands on Experience-visitors etc.</u>
<u>English</u>	<p>Pattern and Rhyme – writing unit.</p> <p>There’s a Rang-Tan in my bedroom – reading unit.</p> <p>Informal letter – writing unit.</p> <p>And Tango makes three – reading unit</p>	<p>To know that a syllable is a single, unbroken sound in a spoken word.</p> <p>To know that a repeated pattern of the number of syllables gives a poem a rhythm.</p> <p>To recognise words that rhyme.</p> <p>To identify and count syllables in words.</p> <p>To know the difference between fiction and non-fiction.</p> <p>To know an advert is a persuasive text.</p> <p>To use visual clues to retrieve information.</p> <p>To infer emotions a text is appealing to.</p> <p>To know the features and structure of a letter/</p> <p>To write in the form of a letter.</p> <p>To know the component parts of a story.</p> <p>To know a prediction is a guess about what happens. To state their own point of view inspired by their reading.</p> <p>To sequence events using the component parts of a story State their own point of view.</p>	

	Setting descriptions – writing unit	<p>To know a setting is the place where the action takes place.</p> <p>To know an adjective describes a noun.</p> <p>To choose vocabulary to describe a setting.</p> <p>To use ‘and’ to join words and sentences.</p>	
<u>Maths</u>	<p>Unit 11 – multiplication and division.</p> <p>Unit 12 – Fractions</p> <p>Unit 13 – position and direction</p>	<p>Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens</p> <p>Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.</p> <p>Recognise, find and name a half as one of two equal parts of an object, shape or quantity</p> <p>Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity</p> <p>Describe position, direction and movement, including whole, half, quarter and three-quarter turns.</p>	
<u>Science</u>	Uses of everyday materials. Suitability of materials’ uses.	<p>Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.</p> <p>Distinguish between an object and the</p>	

		<p>material from which it is made.</p> <p>Describe the simple physical properties of a variety of everyday materials.</p> <p>Compare and group together a variety of everyday materials on the basis of their simple physical properties.</p>	
<u>Computing</u>	Keyboard Skills	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of using a word processing application to type a simple sentence.</p> <p>To type on a keyboard.</p>	
<u>Geography</u>	N/A		
<u>History</u>	Seaside holidays in the past and Grace Darling.	<p>Find answers to some simple questions about the past, from artefacts, stories, pictures, photographs, buildings, using internet.</p> <p>Talk about the passing of time, know the difference between present and past in mine and other peoples' views.</p>	
<u>Art and DT</u>		<p>Use pictures and words to describe what they want to do.</p> <p>Think of ideas and with help, can put them into practice.</p> <p>Measure and mark out the materials they</p>	

		<p>need for their structure.</p> <p>Find out how to make materials for their structure stronger by folding, joining or rolling.</p> <p>Use a range of joins (level 2).</p> <p>To make a structure.</p>	
<u>Music</u>	Music with Mr McKenzie		
<u>RE</u>	Baptism	<p>Why is baptism special?</p> <p>How do people of world faiths welcome new babies?</p>	
<u>PSHE</u>	Money Matters	<p>To discuss things we can buy in the shops.</p> <p>Talk about different sources that money can come from.</p> <p>Identify things we want.</p> <p>Identify things we need.</p> <p>Talk about ways we can keep track of what we spend.</p> <p>Discuss ways we can keep money safe.</p> <p>Discuss some methods of payment.</p>	
<u>PE/Games</u>	<p>Athletics</p> <p>FMS – Overarm Throw</p>	<p>To show good posture when running.</p> <p>To demonstrate rolling a ball with some accuracy and control.</p> <p>To demonstrate the skills of running and changing direction.</p> <p>To complete a running and jumping course.</p> <p>To demonstrate an overarm throw with some accuracy.</p>	

		To demonstrate a simple tactic in a game.	
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