Year 1 Summer: Space Part 2

Curriculum connections





Orally compose sentences before writing them. Check sentences make sense once they are written.

Write a diary entry as a character from a familiar story.

Retell and sequence the main events in a story.

Make predictions about a story.

Hot seat characters from a story to gather information through questioning.

Write short story after listening to other stories.



Maths

Compare, describe and solve practical problems for capacity and volume e.g. more/less than, half, half full, quarter.

Recognise, find and name a half as one of two equal parts of an object, shape or quantity.

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Compare, describe and solve practical problems for time e.g. quicker, slower, earlier, later.

Measure and begin to record in hours, minutes, seconds. Describe position, direction and movement, including whole, half, quarter and three-quarter turns.

History

Research and discuss answers to the big question: Why are astronauts brave?
Learn about the lives of significant individuals in the past who have contributed to national and international achievements (The Wright Brothers, Neil Armstrong and Tim Peake).
Compare two historical figures; Neil Armstrong and Tim Peake

Discuss what problems astronauts face on their journey through space.



Art

Create a space picture inspired by the work of Peter Thorpe Identify primary colours and know how they are used to create secondary colours

Develop a wide range of art and design techniques in using colour, pattern, texture and line



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Science

Materials

Identify and describe the physical properties of a selection of materials.

Recognise that materials have a range of different properties.

Use vocabulary to describe the look and feel of properties.

Sort objects into Venn diagrams.

Seasonal Change

Changes in weather across seasons.

Observe and describe weather associated with the seasons and how day length varies.



RE

Spirited Art Where is God?

Ask and respond imaginatively to puzzling questions

Explore how religious beliefs and ideas can be expressed through the arts

Share own beliefs, ideas and values and talk about feelings and experiences

Use art and design, to develop creative talents and imagination



Computing

Kapow - Rocket to the Moon

Appreciating the value of computers, understanding that they helped us get to the moon.

Designing, making and testing rockets using computers to develop keyboard and mouse skills.

Creating digital lists.

Using drawing software.

Recording date.

Sequencing and debugging instructions.



PE

Games

Creating games and mini circuits

Athletics

Developing a range of skills



Music

Listen to Holst's Planet Suite Respond with own compositions Choose and sequence vocal and percussion sounds to create an effect for a space story.



PSHE

Relationships

Identify a variety of relationships we have with others.

Discuss what makes a good friend Identify how our actions can affect others.

Know what makes a good friendship. Know how to help ourselves and others when they feel upset or hurt.



Verdura

Name, recognise and recall from memory up to 10 vegetables in Spanish. Beginning to know plural nouns. Learn and use the high frequency verb quisiera from the verb querer, to want in Spanish. Small role-play.

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Recovery from Reception

In addition to recovery of lost learning in class and on the google classroom, our school will be recovering some lost learning through the National Tutoring Programme (NTP). This programme will provide additional support to schools to help pupils whose education has been most affected by school closures. The NTP was developed to support schools in responding to the immediate challenge of school closures due to the coronavirus pandemic and to provide a longer-term contribution to the children's overall attainment.