

Literacy:

FICTION: Fairy stories and traditional tales

Read and enjoy **Cinderella**, **The 3 Billy Goats Gruff** and **Billy Dogs Gruff**, inspiring children to write a funny story of their own by changing the setting and characters.

Explore sentence building and punctuation. Use verbs, nouns and adjectives.

NON – FICTION: Letters

Read and write letters inspired by Simon James's **Dear Greenpeace** and **Boris and Sid meet a shark**.

Explore sentence punctuation and extension.

POETRY: Poems about nature

Read and discuss nature poems.

Study sentence punctuation including questions & answers and adjectives.

Build descriptive vocabulary and use senses to write poems.

PSHE/ SMSC: Diverse Britain

- describe ways that I can help my school community.
- describe ways that I can be a good neighbour.
- identify things that help and harm my neighbourhood.
- describe what it is like to live in the British Isles.
- explore how people living in the British Isles can be different and how they are the same.
- talk about being British and living in the British Isles.

Design and Technology: Moving Pictures Traditional Tales

- Explore and evaluate an existing product.
- Use a mechanism in my product.
- Make a lever and use it in my product.
- Make a wheel mechanism and use it in my product.
- Design a working product thinking about who it is for and what it needs.
- Make decisions about my product design and use an annotated sketch to show them.
- Evaluate my product against design criteria.

Special days/ trips:
Month of Ramadan

RE

Friends of the Prophet sallallahu alayhi wasallam-

- The Sahabah r.a.
- What makes a good friend?
- The 4 Khalifs,
- Hadhrat Bilal r.a

Computing: Programming toys

- Create instructions using pictures.
- Say why it is important to be precise when writing an algorithm.
- Write instructions to program a person like a computer.
- Program a Bee-Bot to move AND debug a Bee-Bot.
- Program a sequence to make a Bee-Bot move.

TOPIC: YEAR 1
Term: Summer 1

History: Great explorers

- Understand and explain what makes a person significant.
- Discuss the ways in which we can find out about an explorer who lived a long time ago.
- Explore the achievements of Matthew Henson.
- Compare Felicity Aston's experience of polar exploration with Matthew Henson's.
- Explore and discuss Neil Armstrong's achievements.
- To show what I know about some significant explorers and how they are commemorated for their achievements.

Geography: Wonderful weather

- Understand what the weather is like in our country.
- Look at the weather where we live.
- Understand the different seasons in a year.
- Describe how the weather can affect us.
- Understand what weather forecasts show.
- Use key words to describe the weather.
- Understand the dangers of weather.
- Understand what hot and cold countries are like.
- Understand what a cold area of the world is like.
- Use map skills to locate hot and cold places.

Science: Plants

- describe how to plant a bean.
- suggest a question about plants and a way we could answer it.
- identify and name common wild plants.
- gather information to answer a question.
- identify and name some garden plants.
- identify trees by their leaves.
- sort deciduous and evergreen leaves.
- identify and describe the parts of plants and trees.
- say what plants need to grow well and give reasons for my answers.

Arabic: All in a Day

- Recognise the vocabulary of a variety of foods including fruit/vegetables, breakfast items and lunch options
- Use colour adjectives to describe fruits and vegetables
- Express opinions about different foods
- Recognise and identify the vocabulary of the different parts of a house and use adjectives to describe the size of household items

PE: Throwing & Catching (BALL SKILLS)

To master basic movements including running, jumping, throwing and catching.

- Track and receive a ball.
- Change direction.
- Bounce a ball with control.
- Move at different speeds.
- Throw and catch (alone & with a partner).
- Throw overarm.

Numeracy:

Number: multiplication and division.

Recap counting in 2s, 5s and 10s, making and adding equal groups, sharing equal groups, make arrays and doubles
Number: fractions: making a half, whole, quarter, finding a half and quarter of a quantity.

Geometry: Position and Direction: describing turns and positions.

Number: place value within 100: counting forwards and backwards within 100, partitioning numbers.