

Science - 'Inventors and Scientists'

- Observe and describe 4 properties of plastic;
- Identify common zoo animals;
- Name 4 sensory plants;
- Chooses their favourite sensory plant from a selection;
- Observe and describe the local weather;
- Identify common pets;
- Take part in an investigation to find out the best materials to keep us warm.

Music

Let's Perform Together!

In this unit, we ask, 'How Does Music Teach Us About Looking After Our Planet?'. The Social Question evolves as the children move through the scheme while encouraging them to be responsible and kind citizens of the world.

History

How did the first flight change the world?

UNIT OVERVIEW

In this unit, the children will learn the story behind the first aeroplane flight, and explore the impact that the aeroplane has had on the world.

CURRICULUM OBJECTIVES

In this unit, the children will:

- learn about events beyond living memory that are significant globally
- know where the people and events they study fit within a chronological framework
- identify similarities and differences between ways of life in different periods

Personal, Social and Health Education - 'Growing and Changing'

Children will learn to recognise and understand the following areas in PSHE:

- Inside my wonderful body!
- Taking care of a baby
- Then and now
- Who can help? (2)
- Surprises and secrets
- Keeping privates private

Topic Web Year 1 Summer 2 2025

English

Literacy Tree

Julian is a Mermaid

Writing an advertisement

Dadaji's Paintbrush

Writing own version story

Maths

Maths Mastery

Money
Multiplication and Division

Capacity and Volume

Phonics Bug

In Phonic Ability Groups

Phonics screening

Phase 4, Phase 5,
Phase 6
(Revision for Phonic Screening Check)

Art and Design - Sculpture & 3D: Paper Play

This unit introduces pupils to paper-based 3D art forms, focusing on techniques like rolling paper tubes, shaping paper strips, and constructing imaginative sculptures. Children develop skills in creating 3D structures and applying painting skills in three-dimensional art.

Computing - 'Coding'

- Children can explain what is meant by coding.
- Children can explain what a block of code is.
- Children can read through combined blocks of code.
- Children know that for the computer to make something happen, it needs to follow clear instructions.
- Children can use Design Mode to have control over how my game looks.
- Children can write a program that controls how a character moves.
- Children can explain what is happening and write down/talk through my code.
- Children can write a program that controls how a character moves and stops when clicked.
- Children can write a program where objects can stop moving and a sound is played when the objects collide.

Physical Education - 'Athletics' & Striking and Fielding

- In this unit, pupils will develop skills required in athletic activities such as running at different speeds, changing direction, jumping and throwing. In all athletic based activities, pupils will engage in performing skills and measuring performance, competing to improve on their own score and against others. They are given opportunities to work collaboratively as well as independently.
- Pupils develop their basic understanding of striking and fielding games such as Rounders and Cricket. They learn skills including throwing and catching, stopping a rolling ball, retrieving a ball and striking a ball. They are given opportunities to play one against one, one against two, and one against three. They learn how to score points and how to use simple tactics. They learn the rules of the games and use these to play fairly. They show respect towards others when playing competitively and develop communication skills.

Religious Education - 'Judaism'

Theme - Rosh Hashanah and Yom Kippur
Key Question: Are Rosh Hashanah and Yom Kippur important to Jewish Children?