

Year 1 - Curriculum Overview - Summer Term 2021 - Animals

English

Exploring and researching how to look after chickens and writing instructions. Exploring fables and understanding what they are. Retell The Happy Duckling and explore use of adjectives. Reading and exploring The Owl and the Pussycat by exploring rhyme. Writing our own adventure stories.

Maths

Consolidating understanding of place value to 50. Counting in 2's, 5's and 10's. Multiplication and division - making equal groups, adding equal groups, exploring arrays, sharing equally. Fractions - finding a whole, a half and a quarter. Time - before and after, dates, telling time to the hour and half past, comparing time. Place value to 100 - counting forwards and backwards. Partitioning and representing numbers. Comparing and ordering numbers, one more or one less than a given number within 100.

Science

Exploring minibeasts and the lifecycle of a chicken. Looking at the differences between herbivores, carnivores and omnivores. Exploring different animal groups - mammals, reptiles, amphibians, birds, fish and insects. Looking at animal habitats.

R.E.

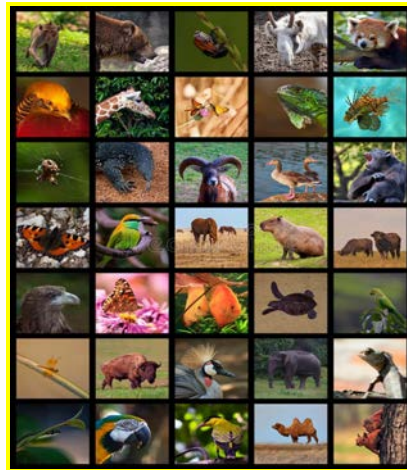
What can we find out about Buddha?

Computing

Making multimedia stories.

History

Finding out about dinosaurs and other extinct animals. Exploring Charles Darwin and Evolution.



P.S.H.C.E.

Jigsaw - Relationships
 Families
 Making friends
 Greetings
 People who help me
 Being my own best friend
 Celebrating my special relationships

Art

Exploring the use of primary and secondary colours. Using line and shape to create various images. Using known skills to create artwork that they can feel proud of and would like to be displayed.

P.E.

Striking and fielding games. Ball control and mini athletics.

Geography

Looking at the school environment and improving this for the school chickens. Finding them a home. Looking at and helping to plan our outdoor area on the field. Exploring animal habitats in hot and cold countries.

Music

Using Charanga to explore different songs and music relating to animals.

Design Technology

Making a fossil out of salt dough and planning the different steps needed to do this.