

## Year 1 Curriculum map: Summer 2

<p>Summer and holidays</p>	<p>English</p> <ul style="list-style-type: none"> <li>• To read and write phase 5 words.</li> <li>• To respond speedily with the correct sound to graphemes (letters or groups of letters) for all 40+ phonemes, including, where applicable, alternative sounds for graphemes.</li> <li>• To read common exception words, noting unusual correspondences between spelling and sound and where these occur in the word</li> <li>• Add the prefix un to words.</li> <li>• To use letter names to distinguish between alternative spellings of the same sound.</li> <li>• Spell words with common exception words, the days of the week.</li> <li>• Spell words containing each of the 40+ phonemes already taught</li> <li>• Sit correctly at a table, holding a pencil comfortably and correctly</li> <li>• To form lower-case letters in the correct direction, starting and finishing in</li> <li>• To form digits 0-9</li> <li>• To form capital letters correctly</li> <li>• To read and write poems about Holidays.</li> <li>• To write recounts about different events.</li> </ul>
<p>Maths</p>	<ul style="list-style-type: none"> <li>• To count on or back in ones, twos, fives and tens.</li> <li>• To show multiplication as an array.</li> <li>• Solve practical problems that involve combining groups of 2, 5 or 10, or sharing into equal groups</li> <li>• Understand subtraction as 'take away' and find a 'difference' by counting up; use practical and informal written methods to support the subtraction of a one-digit number from a one-digit or two-digit number and a multiple of 10 from a two-digit number</li> <li>• Derive and recall all pairs of numbers with a total of 20 work out the corresponding subtraction facts</li> <li>• Solve problems involving counting, adding, subtracting, doubling or halving in the context of numbers, measures or money, for example to 'pay' and 'give change'</li> <li>• Recall the doubles of all numbers to at least 10.</li> <li>• Use the vocabulary of halves and quarters in context.</li> <li>• Estimate, measure, and compare objects, choosing and using suitable uniform non-standard or standard units and measuring instruments (e.g. a lever balance, metre stick or measuring jug).</li> </ul>

	<ul style="list-style-type: none"> <li>• Describe ways of solving puzzles and problems, explaining choices and decisions orally or using pictures</li> <li>• Answer a question by recording information in lists and tables; present outcomes using practical resources, pictures, block graphs or pictograms.</li> <li>• Answer a question by selecting and using suitable equipment, and sorting information, shapes or objects; display results using tables and pictures.</li> </ul>
Science	<ul style="list-style-type: none"> <li>• To sort animals into the following groups - amphibians, reptiles, birds, fish and mammals.</li> <li>• To sort animals into the following groups - carnivores, herbivores and omnivores.</li> <li>• To know what the weather is like in Summer.</li> <li>• To think about the clothes we need to wear during Summer time.</li> <li>• To think about the activities we do during Summer</li> <li>• To know what happens during Summer and what the weather is like.</li> <li>• To know how to keep safe in the sun.</li> <li>• To know what happens to plants and animals during Summer.</li> </ul>
P.E	<ul style="list-style-type: none"> <li>• To balance in different ways using points and patches.</li> <li>• To be able to perform different types of jumps accurately.</li> <li>• To combine a travel, jump and wide/thin shape together.</li> <li>• To be able to perform different rolls accurately.</li> <li>• To combine different movements together.</li> <li>• To perform accurate jumps, rolls and balances.</li> <li>• Athletics - Use different techniques, speeds and effort to meet challenges set for running, jumping and throwing.</li> <li>• Throw with increasing accuracy and coordination into targets set at different distances</li> </ul>
History	<ul style="list-style-type: none"> <li>• To find out about holidays in the past from photos and other media.</li> <li>• To identify similarities and differences between past and present.</li> <li>• To select information about holidays and sort into past and present.</li> </ul>
Geography	None this half term.

R.E	<ul style="list-style-type: none"> <li>• To be able to think about what a bride and groom needs to do to prepare for their wedding.</li> <li>• To learn about the main features of a Christian wedding.</li> <li>• To know what happens at a Christian wedding ceremony.</li> <li>• To understand the features of a Sikh wedding</li> <li>• To know the differences between a Sikh and Christian wedding.</li> </ul>
Music	<ul style="list-style-type: none"> <li>• To sing songs and play instruments at different tempos and volumes.</li> <li>• To create a visual score.</li> <li>• To select instruments and make vocal sounds to represent either a waterfall or thunderstorm picture.</li> </ul>
P.S.H.E	<ul style="list-style-type: none"> <li>• To know about the role of different people in our community that help us.</li> <li>• To know about the duties of people in the community that help us.</li> <li>• To understand the importance of keeping safe in the environment.</li> </ul>
Art	<ul style="list-style-type: none"> <li>• To learn about the work of a famous Sculptor and the different kinds of sculpture made from natural materials.</li> <li>• To learn the processes used in making a sculpture.</li> <li>• To make a sculpture in the style of the famous sculptor - Andy Goldsworthy using natural materials.</li> </ul>
Design and Technology	<ul style="list-style-type: none"> <li>• To design a piece of playground equipment.</li> <li>• To make a playground model.</li> <li>• To follow their design.</li> <li>• To make their model strong and sturdy.</li> <li>• To evaluate their playground model.</li> </ul>
Computing	<ul style="list-style-type: none"> <li>• To follow and write instructions to get a robot to a certain part of the grid.</li> <li>• To understand that they can programme a simple sequence of commands into a programmable robot or toy to send it on a route.</li> <li>• To create a fantasy world story using a computer programme.</li> </ul>