

Kingfisher Hall Learning Grid: Summer Term, Year 1 Animal Magic

Force for positive change:

Children will create their own fantasy stories, compile them into a book and send them to the local library (Ponders End) for other children to enjoy in our community.

Key Dates:

6/06 June Eid Al

Adha

9/06 Phonics

Screening

18/06 Year 6

Enterprise Day

20/06 Cultural Day

22/06 Windrush Day

23/06 NFER Testing week

4/07 Sports Day

4/07 Reports go home

7/07 INSET

8/07 Meet the Teacher

8/07 Parent open evening

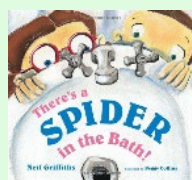
12/07 Summer Fair

18/07 Last Day of School

Maths Children will revisit place value exploring numbers to 50 and 100. Children will be investigating addition and subtraction using manipulatives such as counters and cubes to gain a visual understanding. They will move onto exploring multiplication and division focusing on 2, 5 and 10s. Children will revisit 2D and 3D shapes and time focusing moving on from o'clock to half past.



English Children will be exploring the text- 'There's a spider in the Bath' Their fiction piece will consist of them rewriting their own version with a different animal using compound sentences, full stops and capital letters. For non-fiction, children will write a recount of their trip to Trent Park. Through guided reading and phonics sessions (Read, Write, Inc), they will continue to develop their phonic skills.



Religious Education Children will learn about Islam by exploring the question: "Who is God to Muslims?" They will find out that Muslims believe in one God called Allah and learn why Allah is important to them. Children will also think about their own lives and talk about the people who are important to them.



Science: Animals including humans Children will be exploring the world around them through their senses. They will explore their senses through activities that use taste, touch, sound and sight to discuss how are senses are important to us. Children will have opportunities to learn the names of the main body parts. They will also learn how to classify animals into main groups: mammals, amphibians, reptiles, birds and fish.



PHSE: Changing Me

This term the children will learning about parts of the body and gaining an understanding of how to keep themselves safe. Children will first explore the meaning of 'life cycles' and look at the life cycles of of animals and humans. They will then think about some of the things about themselves that has changed or stayed the same. They will identify the parts of the body that make boys different to girls. By the end of term they will be able to confidently talk about the changes that have happened in their life and how to cope with change.



Physical Education

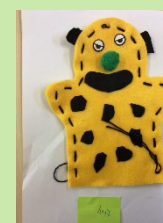
Indoor: The unit of work will develop pupils' understanding of how and why we jump, using our head, arms and feet, applying the correct jumping technique. Pupils will begin to understand the different reasons when, where and why we jump in different ways.

Outdoor:

Pupils will also explore and develop their hitting (pushing) skills using a ball and a racket accurately. Pupils will apply their understanding of accuracy and space in a variety of games.



DT: Children will be exploring joining fabrics together. They will explore different ways to join pieces of material together by sewing. They will create their own animal hand puppet using these techniques.



Spanish: This Term we'll be learning all about clothing and weather. The children will explore different types of clothes, especially what we wear in the summer, and learn to describe their colours. They'll also talk about the weather and make connections between what people wear and the weather outside.



Music This term, the children will be listening to and discussing a variety of compositions, developing their understanding of pitch, and linking sounds to themes like animals. They will work on singing an ensemble, refining their vocal techniques, and expressing creativity by and performing original



rewriting lyrics.

Computing:

Children will develop their understanding of programming, using the Scratch programme-creating commands to move a sprite.



