

## Maths

- Money—recognising coins and making amounts
- Time—telling the time to o'clock and half past
- Position and direction — learning left and right, full turns, half turns.
- Count in 2's, 5's and 10's
- Read and write numbers to 100 in numerals.

## Science

- Identify and describe the basic structure of plants
- Comparing evergreen and deciduous trees.
- Naming and sorting fruit and vegetable plants.

## History

- Comparing transport in the past to the modern day.
- Looking at a timeline, understand that it goes from older to newer.

## English

- Phonics Screening
- Mr Gumpy's outing—sequence pictures and write captions.
- Writing a recount from a trip to the allotment.
- Reading and writing the Year 1 common exception words.
- Writing a letter to their Y2 teacher.
- Learning and performing a poem.



## Year 1 - Summer 2 Curriculum Overview

## Art

- Learning about the sculptor Andy Goldsworthy
- To create a Goldsworthy inspired piece of artwork using natural materials and clay.

## Computing

- Programming animations using a program called Scratch Jr.
- Create and debug a simple program.
- Understand that an algorithm is a set of instructions.

## PE

- Developing agility and co-ordination.
- Completing fitness circuits.

## Music

- Explore sound and create a story.
- Alice the Camel.
- How does music teach us about looking after our planet?

## PSHE

- Sun safety
- Sea safety
- Transition and change
- Celebrating achievements
- New aspirations

## R&W

- Creation Stories
- Comparing the Christian faith with the Muslim faith.

## Ways to help at home:

Look out for seasonal changes in your gardens or on your way to school.  
Practice telling the time.

Take part in 30 days wild and send photos on Dojo.

**Thank you**