

As artists, we will be:

- Investigating the work of Andy Warhol
- Experimenting with painting techniques
- Planning, creating and evaluating our Andy Warhol inspired painting

As athletes we will take part in:

- Dance
- Sports Day Athletics
- Bat and Ball Games
- Multi-sports

As historians, we will:

Explorers

- The lives of 4 explorers; Mathew Henson, Sir Francis Drake, Mary Kingsley and Annie Royle
- Explore why they are considered to be significant individuals

- Find out what their major achievements are

The Titanic

- Understand the route the Titanic took on its voyage
- Explore what life was like for children in Edwardian Britain
- Learn about social classes and what life was like on board the Titanic
- Explore how and why the unsinkable ship sank?

As musicians, we will:

- Learn about the instruments and families of the orchestra
- Learn how to make, control and change sounds made on classroom percussion instruments
- Perform to music

As geographers, we will:

- Name and locate the world's five oceans
- Consider how human actions impact marine life
- Work in groups to research facts about the world's oceans
- Name and locate the continents and the oceans within them
- Learn about the layers of the ocean
- Discuss the impact on local beaches after a beach clean-up

Y1 Summer Term

Learning Overview

In Heartsmart, we will focus on:

Fake is a mistake:

- Being yourself is the best you, you can be
- How small lies can have a big impact

No way through isn't true:

- Recognising the potential in all of us
- Trusting our instincts
- Learning from our experiences and trying again

As learners of religion, we will:

- Become familiar with the Creation story
- Learn values such as right and wrong
- Retell the story of Noah's Ark
- Explain what we think is wonderful about the world we live in and why
- Say what we are thankful for
- Show how we care for and look after our environment

As computer scientists, we will learn about:

- Programming animations
- Creating and debug simple programs
- Using logical reasoning to predict the behaviour of simple programs
- Using technology purposefully to create, organise, store, manipulate and retrieve digital content
- Using technology safely and respectfully

As scientists, we will learn about:

Identifying Materials

- Distinguishing between an object and the material which it is made
- Identifying, naming and describing a variety of everyday materials
- Describing the properties of a material
- Identifying objects made from specific materials

Comparing Materials

- Comparing and group different materials
- Finding similarities and differences between two materials
- Sorting materials based on their physical properties

As designers, we will design and make:

A boat, we will:

- Design a purposeful, functional and floating boat based on our design criteria
- Generate and develop our ideas through talking, drawing and making templates
- Select from and use a range of tools and equipment to perform practical tasks
- Explore and evaluate a range of existing products