

English To understand both the books they can already read accurately and fluently and those they listen to by discussing the significance of the title and events.

To write sentences by re-reading what they have written and to check that it makes sense. To punctuate sentences; with a capital letter and a full stop.

Read and write diary entries.

Read exciting stories, such as Diary of a Killer Cat and Traction Man.

Act out the events of Great Fire of London, working in a bakery etc. Learn poems about the Great Fire of London.

Art To develop a wide range of techniques in using colour, pattern, texture, line, shape, form and space. To know about the work of artists, describing similarities and differences and make links to their own work.

Look at famous paintings of people and scenes from the Great Fire of London.

Create self-portraits using a range of media.

History To explore significant events from beyond living memory. To learn about the lives of people and compare aspects of life; then and now.

Find facts and information about the Great Fire of London.

Where and when did the Great Fire begin?

What happened in the Great Fire?

Why did the fire spread so far?

Why did it stay alight for so long?

How do we know what happened in the great fire?

Find out who Samuel Pepys was.



SMSC To think about what it means to be a good friend.

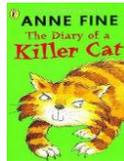
Getting on and falling out.

To know fire safety rules. Can you spot fire hazards around the home?

Maths To count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.

To solve one-step problems that involve ; addition and subtraction, multiplication and division by calculating the answer using concrete objects and pictorial representations.

Solve number and word problems. Use measuring, explore shapes and solve problems about money and time.



Y1 Summer Term

Design & Technology To use the basic principles of a healthy and varied diet to prepare dishes.

Learn about a balanced diet. Explore The Eatwell Plate and design a healthy meal.

To design purposeful, functional, appealing products for based on design criteria.

Design and make a musical instrument. Evaluate the finished product.

RE To find out what worship is and how people worship.

What happens in a place of worship? Visit St. Margaret's Church.

Music To use their voices expressively and creatively by singing songs and speaking chants and rhymes. To play instruments tunefully.

Sing the song London's Burning. Charanga: Round and Round and Reflect, Rewind and Play. Play a variety of percussion instruments rhythmically.

Science To identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.

To identify and describe the basic structure of a variety of common flowering plants, including trees.

Sow seeds inside and outside. Go on nature walks. Learn the names of a variety of plants and trees.

To observe seasonal changes and discuss how day length varies and the weather associated with each season.

Explore the changes from Spring to

Summer.



Computing To use technology purposefully to create, organise, store, manipulate and retrieve digital content. To understand what algorithms are.

Create and debug simple programs.

Use logical reasoning to predict the behaviour of simple programs.

App Attack and Crazy Creatures!

Geography To name and locate the world's seven continents and five oceans.

To use aerial photographs to recognise landmarks and basic human and physical features.

Use Geographical vocabulary.

Develop map reading skills.

Explore aerial views and identify landmarks.

PE To master basic movements including running, jumping, throwing and catching, and begin to apply these in a range of activities.

Team games, athletics and Sport's Day. Net and striking games.