

Y1 Springfield Primary School

Term: Summer 2		Theme: Geography – Countries and continents.	
<p>Key Questions: Where is Kampong Ayer? How is it different to the UK? What is the climate like? What is the main faith/Language? What is it like to live there?</p>		<p>Stimulus: (Book/ Visit/ etc) Text: Anansi The Spider, Tinga-Tinga Tales, Mufaro Beautiful Daughters, Nini At Carnival The Girl that did some baking.</p>	
<p>Literacy We will be reading, listening to, and watching stories that are set in different countries. Looking at different cultures. We will be using these as inspiration for retelling these stories, writing our own stories. We will also be writing recounts, instructions, and information texts. We will continue to do daily phonics practising decoding and finding digraphs in words. We will be looking at more complex word structures which include 2 syllable words.</p>		<p>Art & Design We will make colours, paint with colours, and explore with colours. We will do this by investigating how to mix secondary colours using primary colours of red, yellow, and blue. We will apply our knowledge of colour mixing when painting and explore colour when printing with paint. We will experiment with paint mixing to make a range of secondary colours. We will apply our painting skills when working in the style of an artist – Clarice Cliff</p>	
<p>Numeracy We will be counting from 50 to 100. We will be able to say 1 more and 1 less from a given number. We will be learning our fractions or $\frac{1}{2}$ and $\frac{1}{4}$. We will recognise and understand ordinal numbers. We will be partitioning into tens and ones and be able to count on a number line. We will compare any 2 numbers. We will be learning how to unitise. We will recognise coins and notes and be able to count coins. We will be practising saying the days of the week and months of the year. We will understand language of before and after. We will be learning about hours, minutes, and seconds. We will be practising telling the time to the hour and half hour.</p>		<p>RE We will be able to say how we look after, care for and be kind to others. We will be able to explain why it is important to care for others and what would happen if people didn't care for one another. We will be able to listen to faith stories and understand that different religions have different ways of showing they care for others. We will understand what a sacrifice is, and name different ways different religions show they care for other people.</p>	
<p>Science We will be making comparisons between the seasons. Identify the basic parts of a tree and know the difference between deciduous and evergreen trees.</p>	<p>Geography We will be able to identify and describe the location of Brunei, Kampong Ayer and Seri Bagawan. We will be able to explain how the geography of Kampong Ayer compares with the geography of where we live. We will compare the physical and human features, transport and school life in Kampong Ayer with our own.</p>	<p>Physical Education We will be able to move at different speeds over varying distances. We will be developing our balance, agility, and co-ordination. We will be practising aiming accurately when striking a ball. We will be practising different skills that would be needed in a range of athletics games.</p>	
		<p>RSHE We will be discussing how to be safe online. We will discuss why this is important and the things to be aware of when accessing the internet. We will discuss the warnings to be aware of when being online.</p>	
		<p>Music We will be able to listen and appraise pieces of music. We will be able to join in with musical activities. We will be able to learn songs and chants. We will be able to use our voices expressively to singing and chanting. We will be able to find the pulse, tempo, and pitch of different pieces of music. We will be able to share and perform our pieces of music.</p>	
		<p>Computing We will be comparing different programming tools. We will be using joining blocks in programs to run our own program. We will make changes where needed. We will be able to add sprites to our programmes. We will design our project and choose appropriate artwork for our project. We will create an algorithm for each sprite. We will create our projects on screen in ScratchJr. We will test our programs we have created.</p>	

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