Year One
Summer Two

Maths:
Place Value (within 100)
- Counting to 100
- Counting in 10s
- Partitioning into tens and ones
- Finding 1 more and 1 less
- Comparing numbers

Measurement (Money)
- Recognising coins and notes
- Counting in coins

Measurement (Time)
- Days of the week
- Months of the year
- Hours, minutes, and seconds
- Telling the time to the hour and half hour

Science - Investigating Science Through Stories
- To observe changes across the seasons
- To describe and compare the features of animals
- To identify differences in animal features
- To describe the properties of everyday materials
- To identify that animals are herbivores, carnivores and omnivores
- To spot patterns in data
- To carry out research to find specific information
- To use a ruler to measure
- To plan how to carry out a test

Key vocabulary:
Amphibian, bird, carnivore, compare, diet, difference, fish, group, herbivore, mammal, material, object, omnivore, pattern, reptile, season, similarity, trunk, waterproof, weather

Key texts:
Key text for writing:
The Storm Whale
Vipers text:
Look up!
Non-Fiction
Where on Earth?
Christopher Columbus
The Usborne Book of Explorers

PSHE – Economic Wellbeing
- To discover what money is and how it helps us
- To consider ways to keep coins safe
- To recognise the purpose of banks and building societies
- To begin to understand the differences between spending and saving money
- To identify and describe different jobs

Computing Unit: Coding

PE unit: Athletics

RE: Why should we care for others?

DT – Cooking and nutrition:
Preparing foods by cutting and juicing and selecting fruits and vegetables to create a smoothie to meet a design brief.

Key vocabulary:
blend, blender, chopping board, compare, cut, design, evaluate, flavour, fork, fruit, healthy, ingredients, juice, juicer, leaf, plant, recipe, root, seed, select, smoothie, stem, table knife, taste, tree, vegetable, vine

Music – Musical Symbols:
- Move to reflect a character.
- Create sounds to reflect a character
- Move at a speed that reflects the tempo of the audio.
- Respond to dynamic changes without prompting.
- Demonstrate a sound pattern correctly to a pulse.
- Sing and play high and low sounds.
- Read symbols representing high and low sounds correctly.
- Demonstrate an awareness of pitch, rhythm and dynamics within a performance and recognise the symbols representing these.

History – Explorers

Key vocabulary:
beyond living memory, different, event, explorer, historical significance, living memory, past, present, timeline