

Year group: 1 **Term: Summer 1**

Topic: What will we find in the woods?
Cornerstone Unit The Enchanted Woodland

Opportunities for outdoor learning:

Use natural materials from the woodland or local outdoor environment to make whittled sticks, tree hangings and sculptures. For inspiration, look at the work of the artist, Andy Goldsworthy, describing what they like or find interesting about his work
Trips to the wood using our senses to describe trees
Den building with natural materials

PSHE objectives:

Recognise good and bad choices, keeping safe and making a positive contribution
Working as a team to build a den
Solving problems as a group of people rather than on our own
Looking after the environment
Suggest how they could make a positive contribution to their class, school and community
BRITISH VALUES
Class rules. Our Golden Rules
Making choices and valuing others ideas and opinions
Celebrating our successes and praising each other

History objectives:

Geography objectives:

To begin to use geographical skills, including simple fieldwork and observation skills to study the geography of the school and its grounds

Use aerial photographs to recognise landmarks and basic human and physical features.

Devise a simple map, and use and construct basic symbols in a key.

Art objectives:

Use a range of materials to design and make products

Use drawing, painting and sculpture to develop and share ideas, experiences and imagination

Develop a range of art and design techniques

Discover the work of different artists and make links to their own work

Key vocabulary:

Plants, petal, stem, leaf, roots, stamen, bulb, seed, blossom, fruit, trunk, branches, bud
Evergreen, deciduous.
Names of trees in the local area, oak, ash, sycamore, holly, maple. Fir
Names of wild and garden plants.
Right, left, forwards, backwards, turn, half turn, quarter turn
North, south east, west

Digital literacy:

Know how to stay safe when online

Recognise online behaviours of others

PE objectives: Athletics

Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.

Music objectives

Use their voices expressively and creatively by singing songs and speaking chants and rhymes
Experiment with, create and combine sounds using the interrelated dimensions of music.

Computing objectives:

Understand what algorithms are

Use logical reasoning to predict the behaviour of simple programs

Use technology safely and respectfully

Topic Overview Sheet

Objectives



Maths objectives

Recognise' find and name a half as one of two equal parts of an object, shape or quantity
Recognise' find and name a quarter as one of four equal parts of an object, shape or quantity
Solve one step problems involving multiplication and division by calculating the answer using concrete objects, pictorial representations and arrays with support.
Solve one step problems involving addition and subtraction and missing numbers
Count read and write numbers to 100 and identify one more and one less
Count in multiples of twos, fives and tens

Science objectives:

Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees
Identify and name a variety of common animals
Identify and describe the basic structure of a variety of common flowering plants, including trees.
Identify and classify

RE objectives:

Learning about religion

Beliefs, teaching & source s

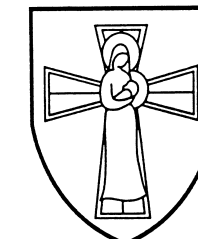
Celebration and ritual

Social & moral practices & way of life

Learning from religion

Engagement with own & others' beliefs & values

Engagement with questions of meaning



Opportunities for trips / visitors:

Whole class texts:

Where the Wild Things Are

Little Red Riding Hood

Jaspers Beanstalk

Hansel and Gretel

The Gruffalo

Olivers Vegetables/The Enormous Turnip

Non fiction writing/Oh Say Can You Seed

English objectives

Listen to, join in with a range of stories and poems
Discuss a variety of non-fiction texts, images and photos
Learn to appreciate rhymes and poems, and to recite some by heart.
Write recounts and create own imaginative stories
Sequences stories and events
Plan a non-chronological report/diary
Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
Give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings
Become very familiar with key stories, fairy stories and traditional tales, retelling them considering their particular characteristics.

Design Technology objectives:

Build structures, exploring how they can be made stronger' stiffer and more stable.
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients according to their characteristics
Evaluate and test their ideas

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Links to previous topics:
Splendid Skies
Where Shall We Go? Journeys

PSHE:
Share experiences and feelings.
Discuss how we can look after our environment. Recognize that we all have different opinions. Know what improves and harms their environment
British values:
Find out about different British explorers and inventors
Celebrate traditions and festivals
Make choices and value others ideas

History skills:

Geography skills:
Identify and locate from aerial photos features in the local environment
Label photos of the local area.
Talk about things I like/don't like about my environment
Use left, right, forwards and back to follow simple instructions and describe the location of features on maps and routes
Draw a simple picture map, labelling particular features.

Art skills:
Describe the sensory properties of a range of different materials and decide which ones to use when making something
Use lines to represent a shape or outline.
Talk about the work of different artists.
Talk about the likes and dislikes of their own work and the work of other artists.
Make marks using a variety of media.
Use and explore a range of modelling materials.

Links to future topics:
Paws, Claws and Whiskers

Maths skills:
Find half/quarter of a shape and number of objects
Count in groups of 2's, 5's and 10's.

Make equal groups
Add equal groups
Make arrays
Make doubles
Share equally

Count forwards and backwards within 100
Partition numbers
Compare numbers
Order numbers
Find one more, one less

Related facts
Compare number sentences

PE skills:
Run and walk in a co-ordinated way, at different speeds.
Throw a range of implements for distance.
Run and jump over obstacles.
Run short and fast or pace yourself for a longer run.
Take part in a competition, sharing equipment and taking turns whilst demonstrating athletic skills learnt.

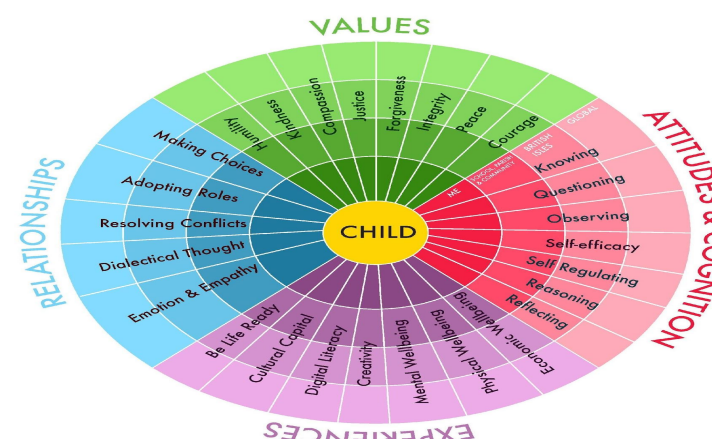
Music skills:
Sing a variety of songs and rhymes
Create space sounds with voices and un- tuned instruments
Make a simple musical score

Computing skills:
Use programmable toy i.e. Bee bot to program instructions to give directions.

Follow simple and complex algorithms and write and evaluate them

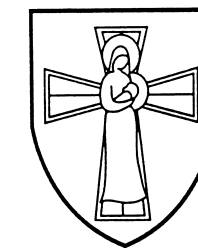
Topic Overview Sheet

Skills



Science skills:
Identify and name common flowers and trees found growing in the locality.
Identify and name a range of common animals from the local environment.
Sort trees into groups.
Identify and name the parts of a flowering plant and trees including root, stem, stalk, leaves, petals, bulb, fruit, seeds and trunk.
Care for a growing seedling, observing and describing its growth. Know the conditions plants need to grow
Use senses to explore and talk about plants
Talk about similarities and differences

RE skills:
Know and understand:
Holidays as days to be happy-**Explore**
Pentecost; a holy day - the feast of the Holy Spirit-**Reveal**
Acquire the skills of assimilation, celebration and application of above-**Respond**
Reconciliation We have choices. God helps us to choose well.
Jesus helps us when we make wrong choices
God helps us to be kind
Recognise that we need forgiveness



Opportunities for home learning / cultural capital: Create a home for a real or imaginary creature

English skills:
Give well-structured descriptions, explanations and narratives for different purposes and expressing feelings
Ask relevant questions to extend their understanding and knowledge
Re-read sentences they have written to check that they make sense
Sequence sentences to form short narratives
Become very familiar with key stories and traditional tales, retelling them and considering their particular characteristics
Discuss word meanings, linking new meanings to those already known
Write in different genres i.e recounts, information books, lists, instructions, and narratives
Use adjectives to create character descriptions.
Draw on what they already know or on background information and vocabulary.
Describe events and experiences using topical vocabulary.
Identify the beginning, middle or end of stories.
Recognise different sections of a non-fiction text
Ask simple questions to find out more about a topic
Use simple vocabulary appropriate to the purpose for writing

Design Technology skills:
Build simple structures.
Select and explain choice of materials.
Use their senses to explore and talk about materials
Talk about what they have made and steps taken to achieve the outcome