

## SCIENCE

### Plants: What's Growing in our Gardens?

Outdoor learning and a range of art and design activities will help the children connect with the world of plants. From fruit and vegetables to flowers and trees, they will understand and observe them and even grow their own seeds and keep them healthy.

- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
- Identify and describe the basic structure of a variety of common flowering plants, including trees.
- Go outside to look at plants.
- Make a map of the garden plot, identifying the plants and predicting what they will turn into when they are fully grown.
- In groups, prepare tubs and plant chitted potatoes (Exploring).
- Design and set up a garden centre in the classroom.
- Plant a bean in a jar and seeds in a bag and keep them in the classroom garden centre (Observing over time).

(Class visit to Dunham Massy – pond dipping, outdoor collage, tree rubbing and deer spotting.)

## DESIGN AND TECHNOLOGY (From Spring 2)

- Design, make and evaluate own water resistant boat.

### CONSIDER:

- What will make a good material for making a boat?
- Waterproof, foldable, light, colour?
- What do you already know about these materials?
- Why did you choose that material?
- How would you change/alter your boat and or the materials to make it even better next time?

## COMPUTING

### CODING

Children can:

- Explain what is meant by coding.
- Explain what a block of code is. • Children can read through combined blocks of code.
- Know that for the computer to make something happen, it needs to follow clear instructions.
- Use Design Mode to have control over how my game looks. Write a program that controls how a character moves.
- Explain what is happening and write down/ talk through my code.
- Write a program that controls how a character moves and stops when clicked.
- Write a program where objects can stop moving and a sound is played when the objects collide.

# YEAR 1 SUMMER 1

### Football Skills

- Demonstrate changes of direction, speed & level in competitive environments or during performances
- Use FUNDamentals of movement to employ simple tactics in competitive environment Displays an understanding
- of fair play, respect and working well with others

## FRENCH

- Recognise the days of the week spoke in sequence
- Children will learn the days of the week in French. This can be done through song.
- Children can also continue to answer simple questions such as what day is it? And responding with it is...
- Understand most colours
- Children will also begin to learn a range of colours children will begin to answer the question: What colour is it? And respond with It's...

## ARTS

### MUSIC

- **Play tuned and un-tuned instruments musically.**
- Listen with high concentration to a range of high live and recorded music.
- Experiment with, create, select and combine sounds.

### ART

- Pupils should be taught to use painting and drawing to develop ideas, experiences and imagination.
- To develop a wider range of art and design techniques in using colour, shape, form and line. Learn about the work of a range of artists and describe the similarities and differences.
- Find flowers outside in the playground and carefully examine them with a magnifying glass. Sketch and photograph them.
- Make a large model of the inside of a flower using junk modelling materials (**Exploring, researching and analysing secondary sources**).
- Do bark and leaf rubbings using paper and wax crayons.
- Understand the basic structure of a tree and what goes on inside.
- Represent the inside of a tree through playground art, using cloths, chalk and found materials. (**Exploring**)
- **ARTIST MONET:**
- Study and describe the work of the artist Monet.
- Paint a landscape using colour and texture.
- Paint like an impressionist using fingers