



Literacy

Genre Focus: Journey Story - The Sleepy Bumblebee

Main learning objectives:

- I can include some extra detail in my writing beyond a simple statement.
- I can link my ideas together so they make sense.
- I can include some of the characteristics that I need to in my writing.

Context/hooks/reasons to write:

Write a story for incoming Reception children. Story delivered inside a book with the sleepy bumblebee in it as a character.

Numeracy

Focus areas: Measure - Time and Capacity Geometry - Shape

Main learning objectives:

- Tell the time to the hour and half hour and draw hands on a clock face to show these times.
 - Measure and begin to record capacity and volume.
 - Recognise, name, sort and describe common 2D shapes including rectangles, squares, circles and triangles.
 - Recognise common 3D shapes including cuboids, cubes, pyramids and spheres.
1. Measure and begin to record capacity and volume.

Science

Main learning objectives:

SC2 Life processes - animal focus

- I know that adult animals no longer grow
- I can recognise and identify a range of common animals [for example, fly, goldfish, robin].
- I can describe the basic conditions [for example, a supply of food, water, air, light] that animals and plants need in order to survive.
- I can sort living things into groups and talk about my groups [for example, number of legs, shape of leaf].
- I can draw pictures/charts to show what I know/ my ideas.

Activity ideas:

Bright ideas - odd one out - monkey, dog, teddy bear/dog, fire, tree

Group pictures/figures of animals by different categories - how they move, where they live, type of animal, fur/feathers or scales

Labelling and write captions about animals and where they live

Investigate ways that animals camouflage

Sort names/pictures of animals into tables and charts

Animal blubber investigation

Year 1 MTP Summer 2nd

Topic: Amazing Animals

Enhancement (trips, end of topic celebration):

Visit from Bessie to classes to talk about pet needs.
Whole year group trip to the Wildlife park.

Key dates or events

28th June - Beach Day
3rd July - 1Q Family Library
5th July - Bank Holiday (Tynwald Day)
12th July - 1P Family Library
16th July - Wildlife park trip
19th July - Last day, toy day

Pupil voice:

- Chn requested a topic on animals and Pokemon. Possible mini Pokemon topic to finish the year.
- Use chns interests to decide which type of animals to focus on.

Art & DT

Main learning objectives:

I have used: Clay, Dough, Plasticine
I make shapes from rolled up paper, straws, paper and card.

Activity ideas:

Make animal footprint fossils in clay.
Make animal models using play dough.
Use paper and card in different ways to make animal masks - could have an animal parade as end of term celebration.

Music

Main learning objectives:

- I can make and control long and short sounds, using voices and instruments.
- I can make sounds that are very different (loud and quiet, high and low etc).
- I can choose sounds to represent different things (ideas, thoughts, feelings, moods etc).

Activity ideas:

Music express activities, listen and discuss 'carnival of the animals'

RE (PPA cover)

Main learning objectives:

- I know what Muslims believe
- I know about the 5 pillars of Islam

Activity ideas:

Watch clips for children explaining Islam and the beliefs of Muslims. Read stories that they use to learn from e.g. The Prophet and the Ants, The Crying Camel.

PSHE Jigsaw unit - Changing me

Main learning objectives:

- I can tell you how my body has changed since I was a baby
- I can identify the parts of the body that make boys different to girls and can use the correct names for these.
- I know some ways to cope with changes

Activity ideas:

Learn about the hand model of the brain and what happens when we lose control of our emotions. Think of strategies to manage this. Look at how they've changed since they were born. What can they do now they couldn't do then?
Sort names of body parts into boys, girls or both.

ICT

Main learning objectives:

- To combine text with images/drawings/shapes
- To use simple backgrounds and filters on apps like Photobooth to make short film clips.
- To format text, changing fonts, sizes of fonts, etc.
- To combine text with sound and images

Activity ideas:

Create simple animal fact files using pages. Look at how to save documents.
Use Book creator to make animal fact books - look at inserting sound.
Use green screen and Photo booth to record David Attenborough style animal documentaries.

PE - Key areas - Games

Main learning objectives:

- I can run short distances
- I can throw and kick a ball in different ways.
- I can decide where to stand to make a game difficult for the other team.

Activity ideas:

Play a range of games - Tactics and team building games e.g. cross the swamp, pirate treasure, bench ball.

Geography/History (PPA cover)

Main learning objectives: (Geography focus)

- I can name/describe animals that live near and far away.
- I can say where somewhere is using words such as close or far away from school.
- I can use books, stories and other information to find out about animals/places. I can name and identify the equator and tropics.

Activity ideas:

Sort images of animals on to maps of the world
Identify and sort animals found in the local environment
Find out about the equator.