

Maths-Be a mathematician

We will follow the NCTEM/Oak Academy scheme of learning for Years 1 and 2. We aim to develop our fluency, reasoning and problem solving skills in the following areas...

Y1- Position & direction, coin recognition, time, numbers 10-100, Fractions and Measure.

Y2-Time, position & direction, multiplication and division-doubling & halving, measure-capacity, volume & mass, statistics and application and consolidation ready for Year 3.



Science-Be a scientist-Plants and trees Human health Seaside animals -Link to Geography

Working scientifically-predict, observe, test, record. Complete simple observations & tests

*Know the names and features of plants and trees. Plant seeds.

*Know what they need to grow well.

* Find out about seaside animals.

*Know how exercise, nutritious food & good hygiene keep us healthy.



Computing-Be a programmer



Half term 1- RobotAlgorithms-Use Beebot

Finding out how to create and input simple algorithms to move the Beebot. Know how to debug errors.

Half Term 2- Introduction to quizzes-Use Scratch Jr program -continuing with work on programming, algorithms and debugging to create a program.

Education for a connected world- Online bullying/reputation

P.E Be an athlete



Get set 4 PE-

Net,wall,invasion games

Striking & fielding

Tennis/Athletics

R.E

Faith families,stories, beliefs.

What are the big questions?

Summer Term 2026

Class 1- Y1/2

We're all going on a Summer holiday



History-Be a historian -Geography

link

* Find out about Victorian seaside holidays-location, transport, clothes, activities, food. Compare then and now.

* Find out about Grace Darling's sea rescue.

*Use videos, photos, paintings, maps, artefacts to find information & answer questions.

*Sequence events on a timeline.

*Recognise cause, consequence and change.



Geography-Be a geographer-Link to History

Seaside locations in the UK

- * Know the names of some UK seaside places and oceans/ seas
- * Explore the human and physical features of a seaside town
- * Look at places such as St Ives, Cornwall & Tobermory, Scotland.
- * Know seaside activities and occupations.
- To use locational language & explore a variety of maps / plans Use compass points, N,S,E,W

MFL- La Jolie Ronde- Little Languages

Stories and songs, numbers, days of the week. colours,



PSHE- Jigsaw

HT1- Relationships HT2-Changing me.



English- Be a writer Link to stories with seaside settings

*Use Talk for Writing: Use of signifier actions and story plans to help generate and sequence our ideas.

*Develop speaking and listening skills through story telling.

*Develop accurate sentence construction and punctuation

*Develop use of descriptive vocabulary, adjectives, similes and expanded noun phrases.

*Narrative- Retell familiar stories. Plan and write their own stories.

* Edit their own work.

*Writing recounts/diaries-Link to Victorian holiday

*Non chronological report- fact file/explanations-seaside animals.

*Writing instructions.-recipes, making food

* Letters of complaint. Persuasive text.

*Develop letter formation in line with the Harvey & Watson Scheme of Handwriting.

*Develop grammar, punctuation & spelling skills.

Be a reader Home and school reading books weekly

*Develop reading skills including fluency and comprehension

*Use ICT reading program Lexia and spelling program Spelling Shed.

*Develop comprehension skills.



Music-Use Charanga-activities-Be a musician



-Listen with concentration and understanding to a range of high-quality live and recorded music. Friendship song.
Reflect,rewind,replay

Art & Design-Be an artist- Collage

-Explore a range of techniques & media such as rolling, tearing, coiling, overlaying

Look at the works of famous collage artist Ben Giles.

Create their own collage artwork.

Design Technology- Food

-Follow a design brief to research, design, make and evaluate.

Design and make a fruit salad and a healthy sandwich.



