

Design Technology
Cooking and Nutrition.
We will use the basic principles of a healthy and varied diet to prepare a seaside themed snack.
We will use the right tools to chop fruit and vegetables safely.
We will use IT to explore design ideas and use a basic paint program to draw our design.

Art and Design
Art History and Artists – Giuseppe Arcimboldo. We will describe how our own work is similar and/or different to the work of well-known artists and designers.
Sculpture and form
We will explore a range of Arcimboldo's paintings and find out what different natural materials he used to create his portraits.
We will also be making models using natural and man-made materials and explaining how we made our sculpture using a combination of shape.
Painting
We will learn to use a paintbrush to dab, wash, stipple, stroke and create lines, dots, blobs and dashes. We will also learn to control paint and water to mix paint of different thicknesses.

Music
Charanga units – Having fun with Improvisation
What songs can we sing to help us through the day?
This unit will focus on finding the pulse, clapping rhythms and singing in all different music styles.
We will have the opportunity to play tuned and un-tuned instruments including glockenspiel, drums and triangle musically and listen with concentration and understanding to a range of high-quality recorded music.
We will compose a simple melody, perform and share it with our class audience.

Computing
Information Technology - Creating Media Digital Painting
We will describe what different freehand tools do using a paint program.
We will use the shape tool and line tools.
We will make careful choices when painting a digital picture.
We will use a computer on our own to paint a picture and then compare it to drawing a picture on paper.
Computer Science - Programming animations (coding)
We will choose a command for a given purpose.
We will show that a series of commands can be joined together.
We will explain that each sprite has its own instruction.
We will design the parts of a project.
We will use my algorithm to create a program.

Personal, Social, Health, Relationships and Emotional Development Values.
Health and wellbeing:
We will learn how to look after our physical wellbeing and improve a healthy lifestyle. We will also learn how to keep ourselves safe in different environments such as at home, school, and outside in the sun.
Relationships:
We will learn how to manage hurtful behaviour and bullying.
We will learn how important safe relationships are and how to respond if we feel uncomfortable or unsafe.
Living in the wide world:
We will understand what money is and give examples of the different forms in which it comes in. We will also recognise the difference between needing and wanting something and explain how jobs help people to earn money.
Values: Friendship and honesty



Physical Education
Dance
We will recognise that dances have themes and stories.
We will use different parts of the body, combine arm and leg actions.
We will compose a basic movement phrase.
We will perform a marching sequence and cannon.
Run, Jump, Throw
We will run in different directions and at different speeds.
We will develop throwing techniques to send objects over long distances.
We will develop stamina for running and build up working together e.g. taking part in a relay.
Attack, Defend and Shoot
We apply basic principles of attacking and defending in a game.
We will judge when and where to move to get in a defensive position.
We will bounce a medium-sized ball to ourselves and to others.

Wow moments
The seaside comes to Ampt Hill!
Wear our summer clothes to school day!

Science
Working Scientifically
We will be observing closely and comparing and contrasting familiar plants
Plants
We will identify and name a variety of common wild and garden plants.
We will identify and describe the basic structure of a variety of common flowering plants including trees.
Seasonal changes
We will be learning about the 4 different seasons and comparing them.
We will be looking at animals and humans in different seasons and observe and describe weather associated with the seasons and how day length varies.
Animals including Humans
We will identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Geography
We will research the seaside town of Brighton– what would we find there? How is it different to where we live?
Locational knowledge
We will be making observations about and describing key physical and human features as well as key landmarks when finding out about the local area.
Geographical skills and fieldwork
We will follow directions: up, down, left, right, forwards and backwards.
They will use a simple plan to follow a route and draw a route showing features.
Human and Physical Geography
We will use some basic geographical vocabulary to identify and describe key human features such as city, town, village, factory, farm, house, office, port, harbour and shop.

History
To explore changes within living memory - Seasides in the past
We will share what we know about seaside holidays today and then take a look back and find out what seaside holidays were like in Victorian times, why they became popular and how they have changed since. We will develop a chronological understanding of changes.

Religious Education
Who is Muslim? What do they believe and how do they live?
We will think, talk about and ask questions about Muslim beliefs and ways of living. We will give examples of how Muslims use stories about the Prophet to guide their beliefs and actions (e.g. care for creation, fast in Ramadan). We will identify some of the key Muslim beliefs about God (Allah).

English

Phonics:

Revisit phase 3 and 5 digraphs through flashcard recognition.
Phase 5 of ELS – Alternative Pronunciations.
Sounding and blending real and pseudo (alien) words.

Vocabulary, Grammar and Punctuation

What is a question? Question openers.
Singular or plural – single nouns. Adding -s and -es
Suffixes and Prefixes including un, ed, ing, er and est. Exclamation marks.

Reading and VIPERS (vocabulary, infer, predict, explain, retrieve, sequence/summarise):

Through studying our key texts we will:

- continue to develop pleasure in reading, motivation to read, vocabulary and understanding by: listening to and discussing a wide range of poems, stories and non-fiction at a level beyond that at which they can read independently.
- Confidently answer 'how' and 'why' questions about what they have read and find basic information.
- Predicting what might happen in a story and linking all responses closely to the story characters, plot and language read so far.

Key texts:

Fiction texts:

'Rainbow Fish', 'Tiddler', 'Grandad's Island', 'The Lighthouse Keepers Lunch,' 'Commotion In The Ocean' and 'Shark in the Dark'.

Non fiction texts:

Seaside Holidays Then and Now' Victorian Seaside Holidays' 'Beside the Seaside – Seaside Towns' and 'Exploring Coasts'

Writing:

We will write sentences:

- about a personal experience linked to a text.
- in the style of a postcard.
- instructing how to make a jam sandwich.
- in the style of a letter to our new teacher.
- to create our own short ocean poems.

Handwriting – lowercase and capital letters – ensuring our letters are correctly formed, neat and sitting on the line.

Reading and writing the Year 1 common exception words.

In order to support with the above we will partake in a range of speaking and listening and drama activities.

Maths

Number

Count and order numbers to 100.
Count one more and one less.
Compare numbers to 100 using language such as equal, more/greater, less/fewer and introduce =, >, < symbols.
Order numbers to 100.
Using number lines.
Using tens and ones to make 2 digit numbers.
Count in 10s.

Multiplication and division

Using arrays and sharing to make equal groups.

Fractions

Looking at $\frac{1}{2}$ & $\frac{1}{4}$ of shapes and numbers.

Geometry

Position and direction – describing turns and using positional language e.g. left, right, forwards, backwards, above and below.

Measurement: Weight and volume

Measure and compare mass, capacity and volume.

Money

Recognising coins and notes, and counting in coins.

Time

Consolidate telling the time to 'o' clock and half past'. Recognise and use language relating to dates, including days of the week, weeks, months and years.

Sequence events in chronological order using language.

Summer 2026

Year 1

'Oh I Do Like To Be Beside The Seaside!'

