


# ANDREWS' ENDOWED CHURCH OF ENGLAND PRIMARY SCHOOL

Summer 2	'Amazing Animals'	Year 1
<p style="text-align: center;"><b>ENGLISH</b></p> <p><b>Reading:</b></p> <ul style="list-style-type: none"> <li>Re-read books to build up fluency and confidence in word reading</li> <li>Read other words of more than one syllable that contain taught GPCs*</li> <li>Read words containing taught GPCs and –s, –es, –ing, –ed, –er and –est endings</li> <li>To show an understanding of what is being read aloud</li> <li>Make inferences on the basis of what is being said and done</li> <li>Read words with contractions - I'm, I'll, we'll, and understand that the apostrophe represents the omitted letter(s)</li> </ul> <p><b>Writing:</b></p> <ul style="list-style-type: none"> <li>Can use suffixes -er where no change is needed in the spelling of root words</li> <li>Begin to punctuate sentences using an exclamation mark</li> <li>Can identify and use similes</li> <li>Can make a word into a plural e.g. cat - cats</li> </ul>	<p style="text-align: center;"><b>MATHEMATICS</b></p> <p><b>Number and place value:</b></p> <ul style="list-style-type: none"> <li>Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</li> <li>Given a number, identify one more and one less</li> <li>Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least</li> </ul> <p><b>Addition and subtraction:</b></p> <ul style="list-style-type: none"> <li>Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as <math>7 = ? - 9</math></li> </ul> <p><b>Measurement:</b></p> <ul style="list-style-type: none"> <li>Recognise and know the value of different denominations of coins and notes</li> <li>Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</li> </ul> <p><b>Geometry:</b></p> <ul style="list-style-type: none"> <li>Describe position, directions and movements, including half, quarter and three-quarter turns</li> </ul>	<p><b>DT</b></p> <ul style="list-style-type: none"> <li>Design purposeful, functional, appealing products based on design criteria</li> <li>Select from and use a range of tools and materials</li> <li>Evaluate their ideas and products against design criteria</li> </ul> <p><b>FRENCH</b></p> <ul style="list-style-type: none"> <li>We will be learning to introduce and describe members of the family, developing our understanding of male words (le) and female words (la) with the introduction of “mon” and “ma” (my).</li> </ul> <p><b>COMPUTING</b></p> <ul style="list-style-type: none"> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul> <p><b>MUSIC</b></p> <ul style="list-style-type: none"> <li>Exploring animal sounds</li> </ul> <p><b>RE</b></p> <ul style="list-style-type: none"> <li>Passover</li> </ul> <p><b>PSHE</b></p> <ul style="list-style-type: none"> <li>What can we do with money?</li> </ul> <p><b>PE</b></p> <ul style="list-style-type: none"> <li>Tennis</li> <li>Athletics</li> </ul> <p><b>Geography</b></p> <ul style="list-style-type: none"> <li>To name and locate the world's 7 continents and 5 oceans</li> </ul>
<p><b>SCIENCE</b></p> <p>Animals including humans:</p> <ul style="list-style-type: none"> <li>Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals</li> <li>Identify and name a variety of common animals that are carnivores, herbivores and omnivores</li> <li>Describe and compare the structure of a variety of common animals</li> <li>Educational Visit to Marwell Zoo</li> </ul>		

\*GPCs – this is short for Grapheme Phoneme Correspondence. Knowing a GPC means being able to match a phoneme (sound) to a grapheme (a letter or a number of letters that represent a sound (phoneme) in a word and vice versa).