Year 1 medium term planning

Summer 2 – Topic – A Trip to the Seaside

	1	2	3	4. Assessment Week	5	6	7
English	Persuasive Advert – Visit Saltburn • Cold Write – Visit Marske Plan • Cold Write • **Trip to Saltburn** • Features of an advert • History of Saltburn	Persuasive Ad – Visit Saltburn • What can you do? • Where can you stay? • What can you eat? • Opinions • Exclamation marks.	Persuasive Ad • Exclamation marks • Planning advert • Verbal rehearsal of advert • Writing advert • Writing advert	Assessment week	Instructions – How to build a sandcastle. • Cold write – how to plant a seed. – plan • Cold write • Features of instructions • **Trip to build a castle** • List of equipment	Instructions – how to build a castle • Imperative verbs • Coordinated conjunctions • Planning instructions • Verbal rehearsal of instructions • Writing instructions.	Seaside Poetry – treasures on the beach • Rhyming words • High level vocab • Expanded noun phrases • Writing a poem
Spelling	Words ending in 'est'	Words ending in 'less'	Common exception words		Apostrophe for possession	**Common exception words**	Words ending in 'y'
SPAG	Capital letters for proper nouns	Coordinated conjunctions	Suffixes 's' and 'es'	Prefix 'un'		Coordinating conjunctions	Days of the week
Maths	Place Value • Counting forward and backwards to 100 • Partitioning numbers • Comparing numbers • Adding using dienes	Multiplication and division • X2,5,10 • X2,5,10 • Find a quarter • Quarter of amount • Quarter of amounts	Position and Direction • Describe turns • Describe position • Describe position • Time – o'clock • Time – o'clock dig		Addition and Subtraction • Addition • Addition with dienes • Addition • Subtraction • Subtraction	Multiplication and Division • Making equal groups • Making equal groups • Sharing • Division • Division	Revision
Science	Identify and classify animals. (Seaside animals)	Sort animals into their food groups. (Seaside animals)					
History	Comparing similarities between the seaside then and now.	How has the seaside changed over time?	Entertainment at the beach – similarities and differences.				
Geography					Geographical features of the seaside – human and physical	Labelling the oceans and seas.	
Art			Using mixed mediums to create a collage	Collage			
Design technology			Design a bathing machine	Building a bathing machine	Building a bathing machine	Evaluating the final product	
ICT – 1.7 coding	Introducing programming. Giving instructions with symbols. Codes on a computer with symbols.	Fun with fish coding and debugging.	Events in coding – bubbles coding.	Air Traffic control – coding events and objects.	Making a scene using backgrounds and objects. Free Code Scenes	Using code on Free Code design. Make objects speak and move using event coding.	Continue with Free Code design.
PSHE	To understand life cycles and understand that changes happen as we grow.	To understand that things change about me and that it is OK.	To know how my body has changed since I was a baby and understand which parts are private.		To understand that we learn something it helps us to grow and change.	To understand and gain methods to cope with changes.	
RE	What is Judaism? What do they believe?	How do they worship?	What is shabbat?	What is Rosh Hashanah?			
P.E	Pair Bears – inclusion and teamwork. Magic Hoops – say a number and that num of chn go in the hoop. Magic hoop with feet.	Cross the swamp – 3 hoops to get to the other side. Treasure island – same as above but need to collect items for points.	Building trust – partners tell each other where to go while on it blind folded. Avoid the traps – direct around the objects.	Communication – pass the bucket – ball around circle without dropping. Number card chal – Cards face down, need to put them in order. If pick wrong card needs to turn back over.			