



Longships Class - Year 1 and Year 2

Summer Term Science– Plants, Living Things and their habitats, working scientifically. History– Explorers of Sea, Space and Land. Geography– Fieldwork and map skills.

Music– Space– Dynamics, timbre, tempo and motifs. Computing– Introduction to quizzes. Art– Sculpture and 3D clay. Design Technology– Structures/Windmills

WOW DAY: Beach visit

Science - Plants , Living Things and their habitats.

•Plants

Observing and describing how seeds and bulbs grow into mature plants. Finding out and describing how plants need water, light and a suitable temperature to grow and stay healthy.

Living things and their habitats

Exploring and comparing the differences between things that are living, dead, and things that have never been alive. Identifying that most living things live in habitats to which they are suited and describing how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Identifying and naming a variety of plants and animals in their habitats, including micro-habitats. Describing how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identifying and naming different sources of food.

Working scientifically

Asking simple questions and recognising that they can be answered in different ways • observing closely, using simple equipment • performing simple tests • identifying and classifying • using their observations and ideas to suggest answers to questions • gathering and recording data to help in answering questions

SHOWCASE DAY: Open afternoons for parents 22nd May and 17th July

Music

Space– Dynamics, timbre, tempo and motifs

Using their voice to create a variety of sounds. Using dynamics to create atmosphere. Correctly identifying some instruments and changes in dynamics in a piece. Explaining how the same instrument can have many different sounds. Comparing two pieces of music using some musical vocabulary to describe the changes in tempo, dynamics and timbre. Successfully creating and playing a motif. Notating and writing down their motif in some form.

P.S.H.E.

Children will look at, discuss and explore the following themes and what they mean for them :

Cyber Safety. Fire Safety. Forest Survival. The Art of Failure , Personal Goal Setting. Protecting our Planet. Adapting to Change .

Geography - Fieldwork, map skills of local area.

Explore the local area of the school to investigate the range of buildings, roads, green spaces and other local features.

Visit some local facilities (e.g. shops, a library, a health centre) and talk about what happens there and investigate why people go there.

Take a short journey by bus, tram or train to investigate a slightly more distant site that contrasts with the immediate local area.

Visit a park or local green space to observe its physical and human features and investigate how people use and enjoy it

Investigate environmental issues (in the local area).

History- Explorers of the Sea , Space and Land.

Children will be introduced to some famous explorers from the past. They will find out more about their lives and the reasons why they became explorers. During this unit, they will 'meet' Charles Darwin, Neil Armstrong, Ibn Battuta, Roald Amundsen, Sylvia Earle and Edmund Hillary. Children will consider modern day explorations and whether or not humans will still explore the Earth and beyond in the future.

Religious Education

Who is Muslim and how do they live?

Understand key beliefs about Allah. Know the importance of the Shahadah. The Call to Prayer and Adhan.

Stories about Muhammad PBUH as source of inspiration to Muslims on how to lead their lives.

Importance of the Qur'an to Muslims.

Salah– how do Muslims pray?

What makes some places sacred to believers.

Exploring what makes places sacred to believers with special reference to sacred places in Cornwall.

DT– Structures/Windmills

Follow design criteria to meet the needs of a user. Make a stable structure. Make functioning sails/blades that attach to the supporting structure.

Class texts– The Big Book of Blooms by Yuval Zommer, Charles Darwin's Adventures by Jennifer Thernes.

Art– Sculpture and 3D clay.

Flatten and smooth their clay, rolling shapes successfully and making a range of marks in their clay. Make a basic pinch pot and join at least one clay shape onto the side using the scoring and slipping technique. Roll a smooth tile surface. Join clay shapes and make marks in the tile surface to create a pattern. Draw a house design and plan how to create the key features in clay. Create a clay house tile that has recognisable features made by both impressing objects into the surface and by joining simple shapes.

Computing - 1. Introduction to quizzes. 2.

Grouping Data

1. Using ScratchJnr, children will learn that command sequences have an outcome, and be able to predict that outcome. They will use and modify designs to create their own quiz questions, using blocks of code.
2. The children will be introduced to data and information, learning how to put objects into groups, label the groups, and conduct searches.

Physical Education

Swimming

Real PE Unit 5- Sending and receiving , reaction and response. Real PE Unit 6 - Balance in ball chasing and floor work.

Athletics

The Crayons Christmas