

### Maths

This half term, we will explore fractions which will involve finding half and a quarter of a quantity, object and shape. We will also learn how to describe turns and position in our position and direction unit. The children will consolidate their knowledge of place value but progress onto exploring this within 100, which will involve: counting to 100, partitioning numbers into tens and ones, exploring number lines and comparing numbers. The children will also learn how to recognise coins and notes and count in coins in their money topic as well as tell the time to the hour and half hour in their time unit.

### History

In History, we will continue to focus on 'Castles'. The children will identify features of the castle that they have learnt about and compare the ruins of Weoley Castle to what the castle looked like in the past.

### PHSE - 'Changing Me'

The children will explore the life cycle of animals and humans. We will look at things that change and things that stay the same. The children will learn to understand that changes are ok and sometimes they will happen even if we don't want them to. After that we will learn how to respect our bodies and understand which body parts should be kept to ourselves. Finally, we will be identifying how to cope with some of the changes that our body goes through.

### PE

Hit, Catch, Run Unit 2 - The children will be developing their sending and receiving skills. They will learn to distinguish the roles between a batter and a fielder. They will also be introduced to the concept of simple tactics.

Run, Throw, Jump Unit 2 - The children will be learning to increase their stamina and core strength. They will also be working collaboratively on more complex tasks.

### Science

In Science, children will be focusing on 'Animals'. They will look at the different classifications of animals including mammals, birds, reptiles, fish and amphibians. They will also look at what different animals eat and will be introduced to the vocabulary herbivores, carnivores and omnivores.



**St Michael's**  
**C.E. Primary School**

**Year 1**  
**Summer Term**

### RE

Questions that puzzle us: Why might people believe in God or someone/thing special? Children will look at the story of Jesus and the lepers to help their understanding of why people might believe in God. They will understand people's beliefs and that it makes a difference to what they do. The children will also make connections and ask questions throughout this unit to help their understanding.

### English

This half term children will be focusing on the book 'The Last Wolf'. We will be writing a narrative and a recipe. The grammar that we will be working on will be: plural noun suffixes (s and es), how the prefix 'un' changes the meaning of verbs and adjectives, adding the suffixes 'er' and 'est' to adjectives, adding the suffixes er, ed and ing to verbs, using 'and' in sentences and using exclamation and question marks.

### DT / Computing

Computing - Creating Media: Digital Imagery  
This half term, the children will be learning the following skills: how to plan a pictorial story using photographic images in sequence, to practise taking clear photos, to edit photos by cropping, filtering and resizing, search for and import images from the internet and organise images on a page.

DT - This half term the children will be focusing on a textiles unit where they will make their own puppets. They will practice joining fabrics together using different methods and then create a design using a template. Children will join two fabrics together accurately to create their puppet and then embellish it using different joining techniques.

### Music

This half term we are continuing our 'Under the Sea' topic where we will be exploring musical symbols. In this unit, the children will: move and create sounds to reflect a character, respond to dynamic changes, demonstrate a sound pattern to a pulse, sing and play high and low sounds, read symbols representing high and low sounds and demonstrate an awareness of pitch, rhythm and dynamics within a performance and recognise the symbols representing these.