

Science

Growing Plants- Programmes of Study

Observe and describe how seeds and plants grow into mature plants.

Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

Living Things and Their Habitats- Programmes of Study

Explore and compare the differences between things that are living, dead, and things that have never been alive.

Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.

Identify and name a variety of plants and animals in their habitats, including micro-habitats.

Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

Music

Programmes of Study

Use voices expressively and creatively by singing songs and rhymes.

Play tuned and un-tuned instruments musically.

Listen with concentration and understanding to a range of high-quality live and recorded music.

Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Computing

E-Safety

Programmes of Study

Use technology safely and respectfully.

Understand how to keep personal information private.

Identify where to go for help and support when there are concerns about content or contact on the internet or other online technologies.

Coding

Programmes of Study

Understand what algorithms are, how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

Use technology purposefully to create digital content.

Summer Term Overview 2016

Years 1 and 2

History- Homes Now and Then

Programmes of Study

Know about places in their own locality.

Objectives:

Investigate and identify a variety of homes today.

Investigate similarities and differences between homes.

Investigate similarities and differences between homes.

Explore homes built a long time ago and identify their features.

Find out what Victorian homes were like inside.

Identify and explore objects in a Victorian home and their uses.

Religious Education

Unit 2.3- Living

Summer Term Overview 2016

Years 1 and 2

Geography- Investigating Our Own Locality (Kilham)

Programmes of Study

Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom (Kilham).

Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

Use aerial photographs and plan perspectives to recognise basic human and physical features.

Design and Technology

Programmes of Study

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping and finishing.

Select from and use a wide range of materials including construction materials and ingredients, according to their characteristics.

Evaluate ideas and products against design criteria.

Build structures, exploring how they can be made stronger, stiffer and more stable

Art and Design

Programmes of Study

Use a range of materials creatively to design and make products.

Use drawing, painting and sculpture to develop and share ideas, experiences and imagination.

Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Understand the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.