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| --- | --- | --- | --- | --- |
| **Medium Term Plan**  Term: Summer 2 Class: Year 1 Teacher: Challenger/Day | | | | |
| **Milestones** | | | | |
| 1:oral story telling | 2:prediction and character work | 3:story mapping | 4:characters thoughts/feelings | 5: book making – own version |
| **Writing Genre:** | | | | |
| Story Poetry Non-Chronological Instructions Newspaper Report Letters  Play scripts Recount Persuasive Explanation Biography Autobiography | | | | |

**Literacy**

POR: The Story tree

Traditional tales, oral story telling

Writing a new version of a traditional tale.

Book making

**Science**

Continue observing plant growth.

Extend seeds/fruit work linked to DT – food.

**Art**

Complete 3d work – clay sunflowers.

**Music** Rhythm and pulse, instrumental work – trial active digital resources.

**Geography**

Refresh place knowledge linked to continents. Map work.

**D.T.**Diet and Nutrition – where does our food come from?

Designing and making a heathy picnic

**Where in the world?**

**RE**

Stories

See scheme

**P.E.**

Rising stars scheme

Active athletics /Cool core

**History**

N/A

**PSHE**

Money -see scheme

**ICT**

Programming/debugging

Publishing using 2 create a story

**Fantastic Finish**

Family Picnic

**Stunning Start**

**(Extension to last terms theme, developing and extending themes)**

English

Spoken Language

Word reading

Comprehension

Phonics& spelling

Punctuation

Grammar

Vocabulary

Handwriting and presentation

Composition

Science

Working scientifically

Plants

Animals, including humans

Everyday materials

Sesonal Changes

Religious Education

Learing about religion

Learning from religion

Music

Singing, chants and rhymes

Instruments

Music appreciation

Experiment, create, combine sounds

Physical education

Movement and co-ordination

Dance

Sport and Games

Computing

Organise, manipulate, store digital content

Programming

Uses of technology

E safety

Art

Design and make products

Share their ideas

Develop techniques

Artist, craft makers and designers

Design Technology

Design

Make

Evaluate

Technical knowledge - structures

Technical knowledge - mechanisms

Cooking and nutrition

Geography

Geographical skills and fieldwork

Location knowledge

Place knowledge

Human and physical

History

Local history

Historical Events

Changes in living memory

Significant historical people

PSHE

Physical Health

Keeping safe, managing risk

Identity

Society

Equality

Drugs, alcohol, tobacco

Mental health emotional well being

Career

Financial and economic well being