

Fiction : problem/resolution story- The Night Pirates by Peter Harris and Deborah Allwright
 Poetry- Plant poems
 Information text- How a plant grows.
 Fact File- Black Country Museum, following a school trip.
 Diary entry- pirate for a day.
 Letter- from a shipwrecked pirate.
 Phonics: phases 4-6
 Plural noun suffixes, e.g. ing, ed, er
 Punctuation: ? and ! Capital letters for names, places and I

Plants: identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
 Identify and describe the basic structure of a variety of common flowering plants, including trees.
 Observe the growth of bulbs and/or seeds.
Our environment: know how to respect and handle living things in their environment.
 Use their own observations to describe the changes that take place in vegetation and animal life across the year.
 Use everyday terms to describe simple features, living things or events they observe.
 Present evidence they have collected in simple templates.

Number: Numbers to 100, more/less, most/least, count in 2,5, 10
Addition and Subtraction: numbers up to 20, one-step problems, number bonds within 20.
Multiplication and Division: One step problems using concrete objects, pictorial representations and arrays.
Fractions: Recognise and name halves and quarters.
Measures: Money problems- knowing the value of coins and notes, estimate and measure mass/weight, length/height, volume, capacity. Use the language of time and sequence events by chronological order. Tell the time on an analogue clock face.
Geometry: Recognise and name 2D and 3D shapes.

Remembering roots;
 Being hopeful and visionary;
 Being curious and valuing knowledge
 PSHE – boys and girls bodies.
 Medicines.
 UNICEF links:
 Article 29 - Education should teach children to respect the natural environment.
 Article 14 – The right to think and believe what they want, and to practice their religion.

English

Science

Mathematics

**UNICEF PSHE
 RE
 Philosophy for
 Children**

Year 1 Summer 2017-2018
Title: Pirates & Time Detectives
Question: Would you like to be a pirate? What can we learn about the past?
Final Product: Pirate picnic and a time capsule!




*Achieving
 Excellence
 Inspiring
 Dreams*

To sing songs about pirates.
 To perform the rhythm of a song on an instrument.
 To create a soundscape for places on a treasure island using sounds creatively.

Music

Physical Education

Computing

History & Geography
 World Maps, Time Detectives

Art & DT
 Treasure Maps, Art and Design over Time

Hit Catch run 1 & 2 :Hit objects with hand or bat.
 Track and retrieve a rolling ball.
 Throw and catch a variety of balls and objects.
 Develop sending and receiving skills in order to learn to field as a team.
 Distinguish between the roles of batters and fielders.
 Introduce the concept of simple tactics.
Athletics: Pupils will begin to link running and jumping.
 Learn and refine a range of running skills which includes varying pathways and speeds.
 Develop throwing techniques to send objects over long distances.

Programming:
 We Are Treasure Hunters: Using programmable toys to reach locations on maps.
Paint:
 E safety-
 Sending Email- Pupils and students explore how they can use email to communicate with real people within their schools, families, and communities.
 My creative work – putting their name and date on a piece of creative work.
UNICEF Articles 8/16

Pirates! Entry point- to be a pirate for a day! Exit point- Pirate Picnic!
 Name and locate the world's seven continents and five oceans.
 Use simple compass directions and locational and directional language.
 Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a 3D map.
 Use and construct basic symbols in a key.
Time Detectives: Entry point - Excavation in Cotteridge Park. Exit point- Making a time capsule!
 Enquiry - How do we find out about the past?
 Identifying clues that are left behind from the past.
 Sequencing clues from our families' pasts.
 Creating a 'Time Detectives' museum.
 Creating a time capsule.

Make a pirate coin and print a coin pattern on to a seaside landscape.
 Look closely at objects.
 Investigate paintings by Joan Miró.
 Compare a photograph and a painting.
 Paint a scene in the style of a famous artist (Joan Miró).