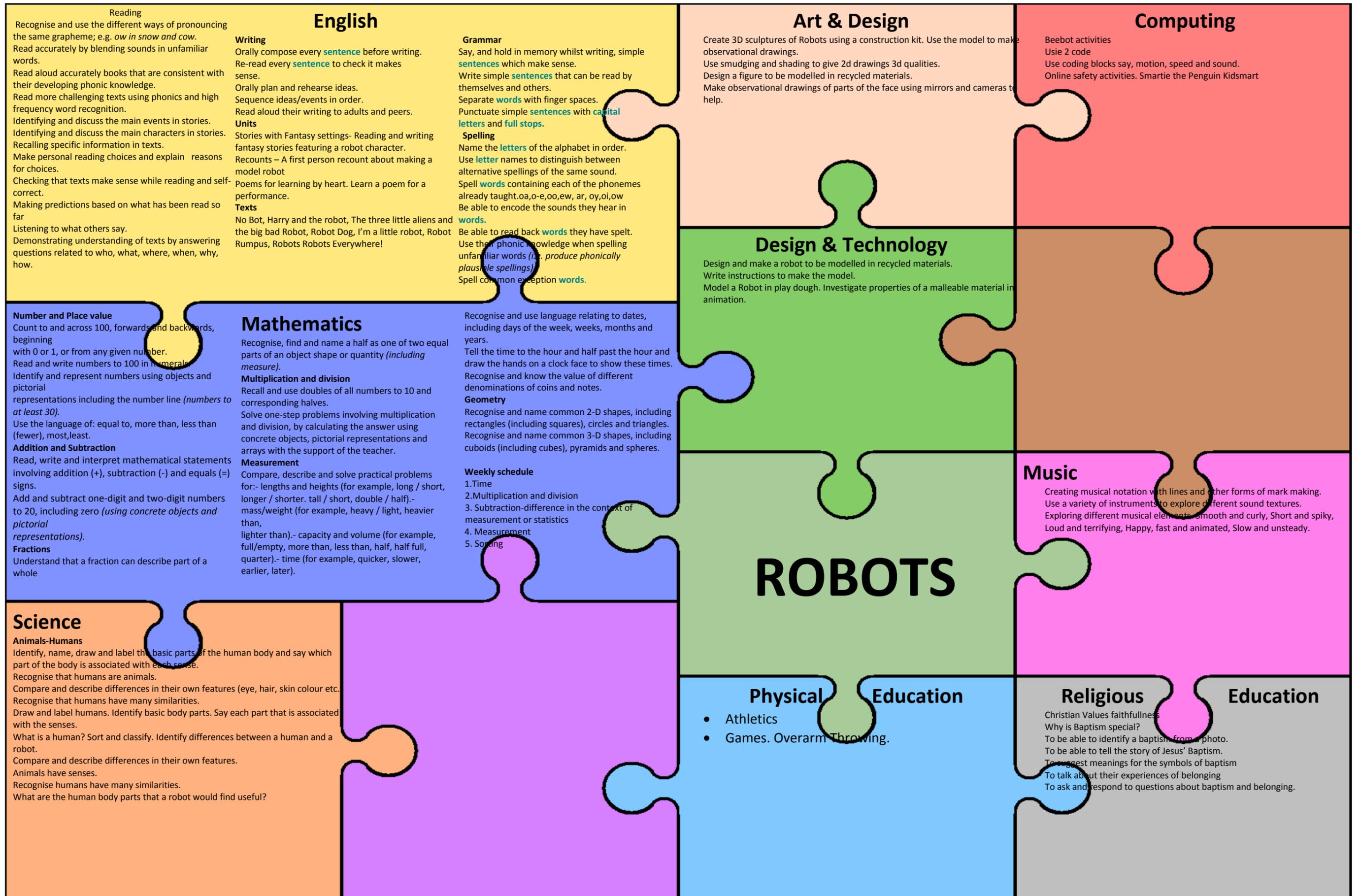


Curriculum Overview for Year 1 Summer 2 Robots



Reading

Recognise and use the different ways of pronouncing the same grapheme; e.g. *ow in snow and cow*.
 Read accurately by blending sounds in unfamiliar words.
 Read aloud accurately books that are consistent with their developing phonic knowledge.
 Read more challenging texts using phonics and high frequency word recognition.
 Identifying and discuss the main events in stories.
 Identifying and discuss the main characters in stories.
 Recalling specific information in texts.
 Make personal reading choices and explain reasons for choices.
 Checking that texts make sense while reading and self-correct.
 Making predictions based on what has been read so far
 Listening to what others say.
 Demonstrating understanding of texts by answering questions related to who, what, where, when, why, how.

English

Writing

Orally compose every **sentence** before writing.
 Re-read every **sentence** to check it makes sense.
 Orally plan and rehearse ideas.
 Sequence ideas/events in order.
 Read aloud their writing to adults and peers.

Units

Stories with Fantasy settings- Reading and writing fantasy stories featuring a robot character.
 Recounts – A first person recount about making a model robot
 Poems for learning by heart. Learn a poem for a performance.

Texts

No Bot, Harry and the robot, The three little aliens and the big bad Robot, Robot Dog, I'm a little robot, Robot Rumpus, Robots Robots Everywhere!

Grammar

Say, and hold in memory whilst writing, simple **sentences** which make sense.
 Write simple **sentences** that can be read by themselves and others.
 Separate **words** with finger spaces.
 Punctuate simple **sentences** with **capital letters** and **full stops**.

Spelling

Name the **letters** of the alphabet in order.
 Use **letter** names to distinguish between alternative spellings of the same sound.
 Spell **words** containing each of the phonemes already taught. oa, o-e, oo, ew, ar, oy, oi, ow
 Be able to encode the sounds they hear in **words**.
 Be able to read back **words** they have spelt.
 Use their phonic knowledge when spelling unfamiliar words (*i.e. produce phonically plausible spellings*).
 Spell common exception **words**.

Art & Design

Create 3D sculptures of Robots using a construction kit. Use the model to make observational drawings.
 Use smudging and shading to give 2d drawings 3d qualities.
 Design a figure to be modelled in recycled materials.
 Make observational drawings of parts of the face using mirrors and cameras to help.

Computing

Beebot activities
 Use 2 code
 Use coding blocks say, motion, speed and sound.
 Online safety activities. Smartie the Penguin Kidsmart

Design & Technology

Design and make a robot to be modelled in recycled materials.
 Write instructions to make the model.
 Model a Robot in play dough. Investigate properties of a malleable material in animation.

Mathematics

Recognise, find and name a half as one of two equal parts of an object shape or quantity (*including measure*).

Multiplication and division

Recall and use doubles of all numbers to 10 and corresponding halves.
 Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

Measurement

Compare, describe and solve practical problems for:- lengths and heights (for example, long / short, longer / shorter, tall / short, double / half).- mass/weight (for example, heavy / light, heavier than, lighter than).- capacity and volume (for example, full/empty, more than, less than, half, half full, quarter).- time (for example, quicker, slower, earlier, later).

Recognise and use language relating to dates, including days of the week, weeks, months and years.
 Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
 Recognise and know the value of different denominations of coins and notes.

Geometry

Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles.
 Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres.

Weekly schedule

1. Time
2. Multiplication and division
3. Subtraction-difference in the context of measurement or statistics
4. Measurement
5. Singing

ROBOTS

Music

Creating musical notation with lines and other forms of mark making.
 Use a variety of instruments to explore different sound textures.
 Exploring different musical elements: smooth and curly, Short and spiky, Loud and terrifying, Happy, fast and animated, Slow and unsteady.

Number and Place value

Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
 Read and write numbers to 100 in numerals.
 Identify and represent numbers using objects and pictorial representations including the number line (*numbers to at least 30*).
 Use the language of: equal to, more than, less than (fewer), most, least.

Addition and Subtraction

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
 Add and subtract one-digit and two-digit numbers to 20, including zero (*using concrete objects and pictorial representations*).

Fractions

Understand that a fraction can describe part of a whole

Science

Animals-Humans

Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.
 Recognise that humans are animals.
 Compare and describe differences in their own features (eye, hair, skin colour etc).
 Recognise that humans have many similarities.
 Draw and label humans. Identify basic body parts. Say each part that is associated with the senses.
 What is a human? Sort and classify. Identify differences between a human and a robot.
 Compare and describe differences in their own features.
 Animals have senses.
 Recognise humans have many similarities.
 What are the human body parts that a robot would find useful?

Physical Education

- Athletics
- Games. Overarm Throwing.

Education

Religious Education

Christian Values faithfulness
 Why is Baptism special?
 To be able to identify a baptism from a photo.
 To be able to tell the story of Jesus' Baptism.
 To suggest meanings for the symbols of baptism
 To talk about their experiences of belonging
 To ask and respond to questions about baptism and belonging.

Education

