

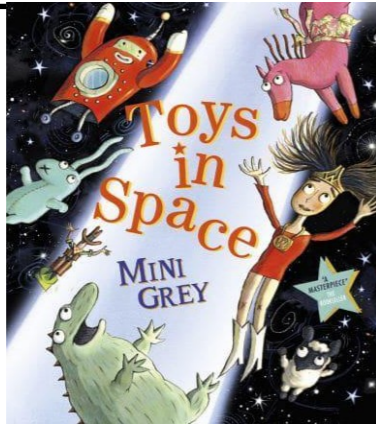
## English

### Reading

- Understand meaning of unfamiliar vocabulary.
- Find and retrieve answers from a text including inference.

### Writing

- Know how to structure a sentence with all of the relevant punctuation including question marks and exclamation marks.
- Use apostrophes for contraction and possession.
- Form letters and numbers correctly.
- Sentence openers including adverbs.
- Write a narrative and instructions.



## PSHE

- Keeping safe in the home.
- Keeping safe around water.
- Keeping safe in the sun.
- Safe strangers and unsafe strangers.
- How to make an emergency phone call.

## D&T— structures

- Name shapes that are stronger than others
- Make a stable structure
- Select suitable materials
- Evaluate the end product

**Key vocabulary:** sturdy, strong, stiff, thicker, thinner and weaker

## Maths

- Tell the time on an analogue clock.
- Number of minutes in an hour.
- Number of hours in a day.
- Recap on days in a week, weeks in a month and months in a year.
- Practice 2, 5 and 10 times tables and know the corresponding division facts.
- Revise counting up and back in 1s, 2s, 5s and 10s.
- Revisit addition and subtraction.
- Regrouping and exchanging when adding and subtracting.
- Reading scales (including graphs) in 1s, 2s, 5s and 10s.
- Using the 4 operations to problem solve including measure problems.
- Use tally charts.
- Understand and draw pictograms.

# Summer 1 Toys Through Time.



## RE

- Recognise that sacred texts contain stories.
- Recognise that these stories are special to people so should be treated with respect.
- Recognise that stories contain hidden messages. Say what stories they like and why.
- Identify 3 symbols from religious texts.
- Recognise how different religions express their respect for their scriptures.

**Additional key vocabulary:** sacred, scriptures, symbols.

## PE—Net and wall games/ target games

- Develop racket familiarisation.
- Use overarm and underarm throwing.
- Use the ready position to defend a space.
- Develop hitting a moving target.
- Develop placing the ball in a spot to win a point from their opponent.

## Computing—Digital photography

- Understand that many devices can be used to take photographs.
- Know the difference between **portrait** and **landscape**.
- Compare different photography **composition**.
- Know that images can be **changed** and **edited** and that not all images are real.

## Science—Introduction to food chains

- Understand that animals need food in order to stay alive.
- Know that different animals eat different types of food.
- Some animals hunt or find food around them and some are fed by humans.
- Know that a food chain is used to show the order in which living things depend on each other for food.
- Compare simple **food chains**.

**Additional key vocabulary:** hunt, graze, living, plant, role, plants, animals and compare

## History

- Learn about toys from the past.
- Understand chronological order old, older and oldest.
- Recognise and sort toys into decades.
- Compare toys from different decades.
- Describe toys from different decades.
- Explain how toys have changed making reference to the shape, colour and the materials that the toys are made from.

**Additional key vocabulary:** decade, compare, chronological order.