

Phonics streaming	Alien week 6.6.16 Queens Birthday Celebration	Victorian Seaside 13.6.16 Sports day practice Phonics Screening	Victorian Seaside 20.6.16	Pirate Week/Seashore 27.6.16 Year 1 Sports day-27 th 1.30pm Beach day 29 th 1st July reserve Sports day 1st July Pirate dress up day- pirate picnic	(Change Over Day- 6 th July) Seashore 4.7.16 8 th July reports home	11.7.16 Beach Day - Light house Keeper's Lunch	18.7.16 Light house Keeper's Lunch
English	My Alien Family. What is your world like? Map of your town and name places. (all using Alien words made from phonemes- digraphs and trigraphs) Reading for understanding SPAG test.	Victorian Seaside To look at significant historical events, places in their own locality. To write a postcard about a trip to the Victorian seaside. Transcription- dictation	Victorian Seaside To look at an aerial view of Bognor coastline before and after Butlins was built and make comparisons. Transcription-prefix un SPAG test	Pirate Week. To read pirate texts to engage the boys for creative writing. Non-Fiction Seaside texts. To use non-fiction texts to find facts about a selection of sea creatures/objects in the sea.	To look at nonfiction texts of the Seashore. To use powerpoint to create an information presentation about the seaside. Transcription- SPAG test To use non-fiction texts to find facts about a selection of sea creatures/objects in the sea.	To write own seaside story. Transcription SPAG test	To write own seaside story. Transcription SPAG test
Maths	To understand the operation of multiplication as repeated addition. To introduce 'lots of' and the 'x' sign physically "I love what you are doing so much I want you to do it again, 2 times"	To understand sharing as division, calculating the answer using concrete objects.	To solve addition and subtraction number problems missing number problems	To recognise, find and name a half and quarter of an object, shape or quantity.	To recognise and name 2D and 3D shapes and their properties. To use four operations to solve word problems. (Sid Spider)	To measure and record lengths and height, capacity and volume	Directions - To visualise and use everyday language including whole, half, quarter and three quarter turns to describe the position of objects, direction and distance
Science	To identify Summer as a season and ask simple questions To observe and record changes in the weather and season using simple weather equipment To locate class tree and observe changes over the season	To compare habitats beach/wildlife area. To sort different kinds of sea creatures Molly Monkey	To compare habitats beach/wildlife area. To sort different kinds of sea creatures Molly Monkey	To sort living and non-living things.	To explore the local environment and find out about different creatures (pond)	To explore the local environment and find out about different creatures (pond)	To identify and describe the basic structure of a variety of common flowering plants, including trees
I.C.T. (M)	2 Paint - to draw your Alien.	To develop mouse control by creating a Victorian seaside picture	To develop use of function keys -To create a power point about the seaside. (A)		To develop coding skills cc Maths		

R.E.	To recognise features of religious practise - To know what baptism is. B1 A1 Hope	To understand why Christians pray. A1 B1 Reverance	To Pray for a special person. A1 C2 Friendship	Write a prayer for God's beautiful world. A1 B1 C1 Creation	To use Godly Play - Jonah to respond to an Old Testament story C3 A1 Trust		
Art	To look at the style of Georges Seurat - a Sunday afternoon and Bathers and compare with artist Elisabeth Carolan (modern artist) - on the rocks	To create a painting in the style of either Georges Seurat or Elisabeth Carolan (modern artist)	CC DT				
Music	Compose Alien music	To sing in unison. Learn Victorian Song - 'Oh I do like to be beside the seaside!' - perform.	cc. Art To respond to music through art- Pirate music	To explore musical instruments to create Seaside soundscape.		To use previously acquired knowledge to use instruments for different sounds. To develop notation skills	
P.E.	To develop games skills - PE Scheme	Games Skills - PE Scheme	Games Skills - PE Scheme	To develop Orienteering skills - see separate orienteering plan			
D.T.	Make your rocket/space ship	To make a Victorian bathing hut.	To combine ingredients to make sea side biscuits	To design a rock pool including creatures using mod rock	To make a rock pool selecting appropriate tools.	To decorate a rock pool using paint	To make a lighthouse using a variety of materials.
Geography/History		To learn about Mary Wheatland a famous bathing machine operator (Bognor)	To carry out studies on a local scale making comparisons between two habitats. Cc Science		To develop Orienteering skills cc PE		
PSHCE	To understand how their behaviour affects others.	To understand how their behaviour affects others.	To say no bullying	To say no bullying	To be aware of themselves and their feelings		
WWO	To use non verbal skills in co-operative games Games: alien tiger cow Dancing pens Prebrief - how are you going to ensure you and your partner are going to work together? Do you need to agree any rules? Debrief- what did you find challenging- why? Would you change anything next time?			To develop problem solving skills Games: best animal Kitchen capers Prebrief- how will you decide together? How are you going to solve disputes? Debrief- what would you suggest to others when solving a problem?			
Outside Learning	Self initiated learning	To use role play to understand how people lived in Victorian Times Cc History	To use the school grounds to look at habitats/wildlife area Cc Science/Geography	To use the school grounds to look at habitats/wildlife area Cc Science/Geography	To use orienteering skills to follow number challenge trail.		