

Mathematics

Measurement

Pupils should be taught to recognise and know the value of different denominations of coins and notes

- To name coins and notes and understand their value
- To represent the same value using different coins
- To understand how to use money in a real-life context
- To exchange money for items
- To solve addition and subtraction word problems using money
- To find change from given amounts

Number – multiplication and division

Pupils should be taught to 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

- To find double and half of an amount
- To add equal groups
- To share a total equally between a set number of groups
- To share a total equally and find the number of groups
- To explore arrays
- To build on previous understanding of halves and quarters of quantities

Measurement

Pupils should be taught to compare, describe and solve practical problems for capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] and measure and begin to record the following capacity and volume

Science

Pupils should be taught to identify and name a variety of common wild and garden plants, including deciduous and evergreen trees and identify and describe the basic structure of a variety of common flowering plants, including trees

- Become familiar with examples of deciduous and evergreen trees
- Work scientifically by: observing closely, perhaps using magnifying glasses, and comparing and contrasting familiar trees – **Silver Birch, Oak, Cedar, Copper Beech, Maple**
- Keep records of how plants have changed over time, for example, the leaves falling off trees and buds opening; and compare and contrast what they have found out about different plants.

Captivating Kingston

SUMMER 2

CURRICULUM MAP

Copper Beech, Oak and Cedar
Classes

Reading

Word Reading

Apply phonic knowledge and skills as the route to decode words

*Respond speedily with the correct sound to graphemes
Read accurately by blending sounds in unfamiliar words containing GPCs that have been taught*

Read common exception words, noting unusual correspondences between spelling and sound and where these occur in the word

Read words containing taught GCs and –s, –es, –ing, –ed, –er and –est

Comprehension

Listening to and discussing a wide range of poems, riddles, rhyme, stories and non-fiction at a level beyond that at which they can read independently

Predicting what might happen on the basis of what has been read so far

Discussing word meanings, learning new technical, topic- and science-related vocabulary, linking new meanings to those already known

Writing

Handwriting

Form capital letters

Understand which letters belong to which handwriting 'families'

Composition

Saying out loud what they are going to write about

Composing a sentence orally before writing it

Sequencing sentences to form short narratives

Re-reading what they have written to check that it makes sense

Proof-reading to check for errors in spelling, grammar and punctuation

- Use imagination to design a theme park in Surbiton, designing and describing rides
- Learn about Eid and create an informative booklet
- Write a persuasive letter about the changes that could be made in Kingston

Vocabulary, Grammar and Punctuation

Learning the grammar for Year 1 (including nouns, verbs and adjectives)

Learning the punctuation for Year 1 (including full stops, capital letters, exclamation marks and question marks)

Joining words and joining clauses using 'and' and 'but'

Using a capital letter for the names of people, places, days of the week and the personal pronoun 'I'.

Transcription

Spell words containing each of the 40+ phonemes already taught

- Revise suffixes –s, –es, –ing, –er, –ed, –est,
- Revise knowledge of contractions I'm, I'll, We'll, He's etc.
- Learn alternative graphemes – ui (fruit), ou (soup), oul (shoulder), ear (learn)

Computing

Pupils should be taught to use technology safely and respectfully.

Pupils should be taught to use logical reasoning to predict the behaviour of simple programs.

- Identify where we live using Google Earth and STREETVIEW on Google Maps
- Recap directional language in preparation for programming Beebots
- Discuss using technology safely
- Practise using Beebots, programming them and learning about their functions
- Predict where Beebots will end up if they follow a sequence of instructions



Religious Education

- To understand that the Qur'an is a special book for Muslims
- To understand what happens at Ramadan
- To recognise that Eid-ul-Fitr is an important festival in the Islamic calendar
- To understand that Eid celebrates the end of Ramadan

Personal Social Health Education

- Transition Activities to prepare for moving into Year 2
- Making mature and caring choices within our school environment

Design Technology

When designing and making, pupils should be taught to design purposeful, functional, appealing products for themselves and other users based on design criteria

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

- Children design and create a model piece of playground equipment that is strong enough to hold its shape, can hold a model figure and moves effectively if applicable
- Children evaluate their models and consider possible improvements

Music

Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

Play tuned and untuned instruments musically.

Listen with concentration to a wide variety of musical styles.

- Exploring and developing an understanding of pitch
- Using the voice and body movements
- Recognising and performing pitch changes and contrasts
- Exploring and controlling dynamics, duration and timbre
- Responding to music through movement

P.E

Pupils should be taught to participate in team games, developing simple tactics for attacking and defending

Pupils should master basic movements including running, jumping and developing balance, agility and co-ordination

- To develop jumping, running, balance and agility skills through our gymnastics sessions
- To participate in team games developing tactics for attacking and defending in outdoor games sessions.

Captivating Kingston

SUMMER 2

CURRICULUM MAP

Copper Beech, Oak and Cedar
Classes

Role Play

- Kingston Tourist Information Centre

Educational Visits

- Visit to Kingston – Historical Tour

Geography

Pupils should be taught to use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, harbour and shop

Use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map

Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key

Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

History

Pupils should be taught about:

Significant historical events, people and places in their own locality.

Events beyond living memory that are significant nationally or globally

The lives of significant individuals in the past who have contributed to national and international achievements

- Understand that Kingston was the place where Saxon kings were crowned upon the Coronation Stone
- Look at uses of Kingston in the past – including market town, fisheries in Domesday Book,
- Look at the life and work of Eadweard Muybridge – born in Kingston

Please also refer to the **Home Learning Grid** for home learning activity ideas linked to our curriculum.

Weekly Overviews are displayed in classroom windows, indicating the learning aspects planned for each week.

