



# Our main topic this summer term in Year 1 is

# Bright Lights Big City

In the Bright Lights, Big City project, your child will learn the story of a local landmark. They will learn about the countries that make up the United Kingdom, including their location, capital cities and some of their physical and human features. They will have the opportunity to do map work, using compasses and positional and directional language to plan routes around London. They will research the cause and impact of the Great Fire of London and look at some famous London landmarks. They will learn about other capital cities around the world, including Kuala Lumpur, and compare how they are similar and different to London.

## Geography

- Be able to name the countries, seas and capitals of the UK
- Compare London and Kuala Lumpur
- Look at daily and seasonal weather patterns
- Learn about physical features of the UK (seas, hills, beaches) and human features (bridges, landmarks, office blocks)
- Use world maps, atlases and globes
- Use simple compass directions) and locational and directional language to describe the location of features and routes on a map.
- Use simple fieldwork and observational skills
- **These things will become our sticky knowledge (See knowledge organiser)**

## English

- Demonstrate an understanding of the text by answering questions related to who, what, how, why and where.
- Use capital letters to start sentences and for names of people and places.
- Write in different forms with simple text type features, such as writing a postcard.
- Spell words containing each of the 40+ phonemes already taught.
- Continue to learn to read and spell the Year 1 tricky words.
- Form lower-case letters in the correct direction, starting and finishing in the right place and joining some letters correctly.
- Read their writing back and edit their work.
- Apply the ing, est and ed suffix correctly to words.
- Begin to use past and present tense correctly.

## Phonics

This term your child will be learning some Phase 5 alternative pronunciations.

**y** making **ee** such as in funny

**ea** making **e** such as in head

**wh** making **w** such as in wheel

**oe ou** making **oa** such as in toe shoulder

**y** making **igh** such as in fly

**ow** making **oa** such as in snow

**g** making **j** such as in giant

**ph** making **f** such as in phone

**le** and **al** making **l** such as in apple metal

**c** making **s** such as in ice

**ve** making **v** such as in give

**o-e ou** making **u** such as in some mother young

**se** making **z** such as in cheese

**se ce** making **s** such as in mouse fence

**ey** making **ee** such as in donkey

**ui ou** making **oo** such as in fruit soup

**or** making **ur** such as in word.

**are** making **air** such as in share

**au aur oor al** making **or** such as in floor

**tch** making **ch** such as in match

**a** making **or** such as in water

**ear ere** making **air** such as in bear

**wr** making **r** such as in wrist

**st sc** making **s** such as in whistle

**ch** making **c** such as in school

## Books we will be reading:



## Maths

- Count within 20, forward and backwards, and from differing start numbers
- Understand the teen numbers
- Find 1 more and 1 less within 20
- Explore and use the number line to 20
- Estimate on a number line
- Compare and order numbers to 20
- Add by counting on
- Find and make number bonds to 20
- Find doubles and near doubles
- Subtract using number bonds, counting back and by finding the difference
- Solve missing number problems
- Count to 50, forward and backwards
- Count using groups of 10
- Partition numbers into tens and ones
- Explore the number line to 50 estimate on a number line to 50
- Find 1 more and 1 less to 50
- Compare lengths and heights
- Measure length using objects and centimetres
- Compare and measure mass, volume and capacity

## History - The Great Fire of London

- To learn about the life of Samuel Pepys.
- Sequence the events of The Great Fire of London.
- Recall factual information about the Great Fire
- Recall the significance of the monument to the Great Fire

## PE

Gym - Explore travelling in different ways and use equipment safely

Dance - Explore pathways with a partner to create a dance

Ball skills - Catching a throwing a ball, dribble a ball, partner and team work

Invasion games - Change direction and move away from someone, recognise space, send and receive a ball with hands and feet and play fairly

## Design and Technology - Taxi

- Explore mechanisms and how things move, focusing on model vehicles

## Art and Design - Rain and Sunrises

- Printing single and repeated patterns

## Personal, Social and Emotional Development - Dreams and goals

- We will learn about setting individual goals, work out how to achieve them, think about Timmy Teamwork and celebrate our achievements

## Healthy me

- We will learn about being healthy and unhealthily, habits, safety around household products and medicines

## Computing.

### Programming

- Understand what algorithms are, how they are used as programs on digital devices,
- Create and debug simple programs

### Technology around us

- Use technology purposefully to create, organise, store, manipulate, and retrieve digital content
- Develop computing skills and use a computer responsibly

## Science - Seasonal changes

### We will learn to

- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
- Observe changes across the four seasons in trees and animals
- Observe and describe weather associated with the seasons and how day length varies.

## RE -

- Recall and name different beliefs and practices, including festivals, worship, rituals and ways of life, in order to find out about the meanings behind them.

## RE -

- Know what Muslims learn about Allah and their faith through the Qur-an.
- Learn about celebrations which are important to Muslims.

## Useful websites

BBC Bitesize - Let's explore the UK

Visit London - Welcome to London

BBC Teach - Geography KS1 - Transport, travel and landmarks of London

BBC Bitesize - What are human and physical features?

Phonicsplay.co.uk- Select games which match the phase of your child's reading book.