

Music

'Round and Round' by Joanna Mangona

Pupils should be taught to:

- use their voices expressively and creatively by singing songs and speaking chants and rhymes
- play tuned and untuned instruments musically
- listen with concentration and understanding to a range of high-quality live and recorded music
- experiment with, create, select and combine sounds using the inter-related dimensions of music.

Art

'Sunflowers' by Vincent Van Gogh

Pupils should be taught:

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- About the work of different artists, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Computing

Coding: Unit 1B 'Simple Inputs'

Pupils should be taught to:

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content

RE

Special World

- Christian creation story.
- Looking after our environment.

Cornwall as a place of spiritual enquiry

- Local stories and places of importance near the school: Padstow May Day

Worship

- Listening to stories from the Bible

Medium Term Planning Objectives Overview Year 1 Summer 1 2018 'Plants'

Science

Plants

Pupils should be taught to:

- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
- Identify and describe the basic structure of a variety of common flowering plants, including trees.

Design and Technology

Design and make a healthy fruit salad

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- Select from 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 ingredients, according to their characteristics.
- Evaluate their ideas against design criteria.