Science - Plants

1. How do seeds germinate and what happens?
2. What happens when bulbs sprout?
3. What do plants need to thrive and be healthy?
4. What can happen if plants don't get the things they need?
5. What do I notice about plants around the school? How are they healthy or unhealthy?
6. Show what you know - how do seeds and bulbs grow? What do plants need to be healthy?

Computing - Programming

1. Describing a series of instructions as a sequence.
2. Explaining what happens when we change the order of instructions.
3. Using logical reasoning to predict the outcome of a program.
4. Explaining that programming projects can have code and artwork.
5. Designing an algorithm.
6. Create and debug a program that I have written.

PSHE- Health and wellbeing
What helps us to grow and stay healthy?
Being healthy: eating, drinking, playing and sleeping.

KS1 Curriculum Information
Summer 1

Seaside holidays past and present



History- Seaside past and present

1. What is a seaside holiday?
2. Why were seaside holidays so popular in the Victorian era?
3. What were seaside holidays like in the Victorian era?
4. How do Victorian seaside holidays compare to holidays now?
5. Who was Grace Darling and how did she become a heroine?

Art - Sculpture and Painting.

1. What is aboriginal art?
2. Joining materials together to form a 3D work of art
3. Make a small rough draft of a sculpture to explore ideas

Design and Technology - Textiles, templates and joining.

1. Investigate and evaluate a range of puppets.
2. Explore different joining techniques
3. Design a hand puppet
4. Make and evaluate your hand puppet.

PE
This half term the children will have two sessions per week.

cricket and athletics.

RE
What is the 'good news' that Christians believe Jesus brings?

Music -
Year 2 trumpet tuition