

# Brimington Manor Infant and Nursery School

Year 1 Topic: Smart People

Summer 2 (June-July 2017)

Week beginning	Numeracy	Literacy	Science	Topic
5 <sup>th</sup> June	Fractions - half and quarter number and number names.	Spy Smart.  Children design their own secret agent guise and passport. We will be planning and writing a spy story	Learn that there are many sorts of movements, which can be described in many ways, that pushing / pulling things can make objects start or stop moving. Plan, design and build a car that can be moved by pushing - share plan with a friend and try to make improvements before beginning construction. Use construction kits or junk to make car and then use them by pushing or pulling. Compare the different materials used and the differing properties they give.	ICT - Learning to program a floor robot (Beebot) to move around the room.  P.E. Sports leading to Sports Day
12 <sup>th</sup> June <b>Phonic Screening</b> The children have been well prepared for this in school.	Add three small numbers, spotting pairs to 10 and doubles; add and subtract 10 to and from 2-digit numbers	ECO Smart. Read 'Dear Greenpeace' and 'Billy's Beetle'. Debate- points of view about eco issues.	Discuss the difference between pushing and pulling. Understand the effects of pushing and pulling on stationary objects. Investigation - use a range of toy cars - discuss and predict which ones will move furthest when pushed, how to test and how to make it fair. Carry out the experiment using range of cars/toy vehicles.	Visits to new classes- getting ready for September!
19 <sup>th</sup> June	Locate 2-digit numbers on a beaded line and 100-square; compare and order 2-digit numbers up to 100 and say a number between two numbers; identify 10s and 1s in 2-digit numbers and solve place-value additions.	Smart Structures  Look at famous structures/ buildings- Brunel bridges.  Read Billy Goats Gruff text.	To observe and describe different ways of moving toys. Compare the toys and suggest ways in which they may move. Test to see if correct. Compile a list of descriptive words of how the toys move.	
26 <sup>th</sup> June	Recognise odd and even numbers; count in 2s, 5s and 10s, look for patterns; multiply by 2, 5, 10 by counting in groups/sets; find doubles to double 10 and related halves; halve odd numbers up to 10.	Smart Artists. Read Camille and the sunflowers to introduce Van Gogh. Is it fact or fiction? Draw speech bubbles from Camille and Van Gogh.	Use simple scientific language to communicate ideas & to name & describe phenomena & processes. Children sort objects into hoops by which force is needed to move or use them e.g. spinning top, wind-up toy, car and ball etc. Is it a push, a pull or a push and pull?	
3 <sup>rd</sup> July Transition Day (4 <sup>th</sup> )	Tell the time to the half hour and quarter hour on analogue clocks and begin to read these times on digital clocks; revise months of the	Pirates Smart! All children make their own pirate identity. Make name and design outfit! Children make wanted	Use simple scientific language to communicate ideas & to name & describe phenomena & processes. Children sort objects into hoops by which force is needed to move or use them e.g. spinning top, wind-up toy, car and ball etc. Is it a push, a pull or a push and pull?	

	year; read, interpret and create a pictogram; begin to recognise and read block graphs; measure lengths using non-standard, uniform units; recognise and name simple 2D shapes and continue repeating patterns.	posters for their own (or a friends) pirate alter ego.		
10 <sup>th</sup> July	Use number facts to add and subtract one digit number to and from two digit numbers.	Science Smart- David Attenborough Play a song and then look at his life. Make a timeline of his life linking to events in the world at the time. Make a poster to advertise a concert in school.	To understand that it can be dangerous to try to stop some moving objects. (e.g. Cars, swings etc.). Challenge children to find things in the classroom/around school that need either a pull or a push to make them move e.g. chair, door, drawer etc.	
17 <sup>th</sup> July	Locate 2-digit numbers on a bead string and a 1-100 square; order numbers to 100; identify 10s and 1s in 2-digit numbers; say or write 1 more and 1 less and 10 more and 10 less than any number to 100; explore patterns in 10s, 5s and 2s on a 9×9 grid; count in tens from any given number.	Science Smart- Brian Cox Ask all children one person they aspire to be like. Begin to research on internet. Make personality posters.  Make a dream. Book Dream: A Tale of Wonder, Wisdom and Wishes. Children talk about what their dream is for the future and add a page to class book- I have a dream!	That it is not only ourselves that make things move by pushing. Ask questions about what is causing movement. Ask children to look at things moving in the wind e.g. trees, washing, windmills. Identify the cause of motion. .e.g. the wind pushed the sails around. Activity - make paper windmills. Test them outside, or blow them indoors. Check the children understand that the wind/air is pushing against the paper to move it. Draw and label their windmill. Blow bubbles.	