Ellwood Community Primary School — Specific Subject Overview

Chestnut Class — Summer Term 1



Art & Design

Making links to Africa the children will mix colours to create pasta necklaces and create sunset paintings with silhouettes of African animals. Year 1 will explore printing with materials of different shapes and sizes while Year 2 will learn skills such as exploring tones to draw light and dark lines, patterns and shapes to create fruit drawings as their end piece of artwork.

Design & Technology

In this unit the children will describe fruit and vegetables. They will be able to name a range of places where fruit and vegetables grow. We will create a class design criteria and learn how to prepare fruit and vegetables to make a smoothie.

RE

We will explore questions such as 'Who is a Christian and what do they believe about God?', 'What does the Bible teach us about God?'. 'Why is Jesus important to Christians?', 'What do the miracles of Jesus teach us about what is important to Christians?' and 'Why do Christians pray?'

Life Skills

In the unit 'Diverse Britain' the children will discuss the different groups they belong to and describe ways they can help the school community. The children will learn what is kind and unkind behaviour and how this can affect others. We will talk about what matters to us and recognise ways we are different and the same as other people.

Geography

The children will locate Africa on a world map and identify the country of Kenya. We will use different sources to identify the weather and climate, animals and landscapes of Kenya and discuss the similarities and differences between the UK and Kenya.

Music

The children will use percussion and their body expressively to respond to music and sing songs linked to animals. They will learn how to work in small groups to plan and perform songs.









Computing

Year 1 will learn the cause and effect when pressing buttons on a Bee-Bot and will understand how to create clear instructions and know how to identify and correct mistakes in their programming.

Year 2 will decompose a game to predict the algorithms and write clear and precise algorithms. The children will use laptops to demonstrate their understanding by playing coding games and learn how to create 'loops' to repeat part of a code.

History

In History the children will develop an awareness of the past, knowing where people and events studied fit within a chronological framework and identify similarities and differences between ways of life in different periods. We will look at the role of a Monarch, family trees and compare Elizabeth 1 and Queen Victoria.

Forest Adventures

In Forest Adventures, the children will be developing their teamwork, resilience, problem solving and game strategies, along with supporting some of the science curriculum.

