

**History:** The Moon Landing

- To give simple explanations why a person from the past acted as they did and talk about consequences of those actions.
- To identify and talk about different accounts of real historical situations.
- To recognise and describe special times or events for family and friends.
- To use vocabulary associated with the past e.g. 'old and new, then and now'.

**RE:** People Jesus Met

**Concept:** Change

- To talk about different types of change in their experience
- To talk about how their responses to change affect their lives
- To talk about the meaning of change and different types of change
- To talk about and recognise that Christians believe that Jesus changes some people's lives
- To talk about why the idea of Jesus being able to change people is important to Christians and identify an issue raised.

**Art:** Aliens and Monsters

**Drawing-**

- To draw from imagination.
- To draw imaginary faces.
- To consider shapes of features for an asymmetric imaginary face.

**Painting / pastel-**

- To paint from imagination.
- To mix and match primary and secondary colours.

**Collage-**

- To cut straight and curved lines.
- To cut accurately (faces from magazines/ printed internet)

**Music:** Can I be helpful?

**Dimensions Focus:** duration and texture

- Duration - Explore, respond to and recognise patterns of long and short sounds and to steady beats in music heard and performed.
- Structure - Explore, respond to and recognise solo sounds and layers of sounds.

**Seas and Oceans  
Summer 2 2026  
Year 1: Owls**



Has anyone been to the moon and how do we know?

**Value:** Resilience

**Computing:** Programming Animations

- To choose a command for a given purpose.
- To show that a series of commands can be joined together.
- To identify the effect of changing a value.
- To explain that each sprite has its own instructions.
- To design the parts of a project.
- To use my algorithm to create a program.

**PE:**

**Learning behaviour:** Health and Fitness – Exercise and the body

- I am aware of the changes to the way I feel when I exercise.
- Fundamental Movement Skills:**
- Agility – ball chasing
  - Static balance – floor work

**Design Technology:** Mechanisms – Wheels and axles

- To understand how wheels move.
- To identify what stops wheels from turning.
- To design a moving vehicle.
- To build a moving vehicle.

**Science:** Plants - How do plants grow?

- A seed contains a miniature plant that can develop into a fully grown plant.
- A bulb has underground vertical shoots which already has modified leaves
- Seeds and bulbs need water to grow but most do not need light (germination)
- Seeds and bulbs have food stores inside them to help the plant start to grow.
- To survive plants, need to get water, light, and avoid being eaten
- A seed produces roots to allow water to get into the plant.
- A seed produces shoots to produce leaves to collect the sunlight.
- A basic plant structure can include leaves, flowers (blossom), petals, fruit, roots, bulb, seed, trunk, branches, stem.