Medium Term Plan
Year 1 – Term 6 - 2021

Blooms Would you prefer the seaside today or years ago?		
Writing Genre:	Real life problem story based on The Lighthouse Keeper's Lunch • 5 part narrative structure • Description of character's appearance and personality • Description of setting • Figurative language- similes and alliteration. • Create a story with a problem and resolution.	
Reading	• Phase 5 and 6 phonics • Variety of stories by Ronda and David Armitage • Read and discuss stories with a problem that is resolved e.g. The Giant Jam Sandwich • Develop comprehension skills of inference and retrieval	
SPAG	• Accurate letter formation • Use phonics for spelling • Spell days of the week • Prefixes and suffixes, -ing, -ed, er • Comparatives and superlatives • Compound sentences • Accurate use of capital letters • Sentence types- questions, statements and exclamations	
Mathematics	• Solve one-step problems involving addition and subtraction • Compare addition and subtraction statements • Find the difference by subtracting • Begin to develop concept of multiplication and division through counting in twos, fives and tens and making arrays • See multiplication as repeated addition • See division as sharing into equal groups and counting one or more if those groups • Halves • Quarters	
History	• How has Folkestone changed over time? • How have seaside towns developed as holiday resorts? • Use stories, questions and drama to learn how the Victorians spent their holidays	**English:** Modern holidays are better than Victorian holidays. Discuss. **Mathematics**: Capacity using water and sand.
Computing	• Beebots on maps. Writing a programme for this. • Forward 4, back 1 to reach specific destination. • Recording and capturing information – mini clips/presentations of Folkestone seaside linking to history learning. • Continue to develop basic typing and mouse skills.	**English:** Make a leaflet to advertise Victorian Folkestone as a seaside daytrip destination. **Mathematics**: Create instructions to draw shapes.
Spanish	• Numbers 1-10 • Colours • Greetings • Days of the Week	
Physical Education	**Ball Skills** • To develop balance, agility & coordination. • To master basic sending & receiving skills.	

	• To use ball skills in game based activities. **Athletics** • To use varying speeds when running. • Know how to travel in different ways. • Be able to change from fast to slow. • Know how to hop, and how to hop, travel and land safely on two feet. • Know how to throw safely. • Throw in a variety of ways. • Decide which throwing method is best for distance. • Know how to jump from two feet. • Explore which is the best way to jump to cover a distance.
RSHE & Online Safety	• Staying SMART online • SMART rules • Create a poster for the SMART rules explaining what each one means **Living in the Wider World** To learn that money comes from different sources and can be used for different purposes, including the concept of spending and saving. To learn about the role money plays in their lives including how to manage their money, keep it safe, make choices about spending money, and what influences those choices.