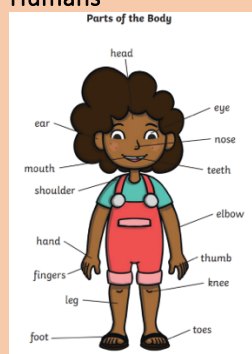


Year 1 Summer 2

Science Crucial Knowledge

Animals Including Humans

Humans



- We are humans
- Humans are mammals
- We see with our eyes
- We smell with our noses
- We taste with our tongues
- We hear with our ears
- We feel with our skin

History Crucial Knowledge

Explorers

- An explorer travels to new and exciting places.
- An expedition is a journey.
- Christopher Columbus discovered America in 1492 which was 530 years ago.
- Captain James Cook discovered Australia in 1770 around 250 years ago.
- Sir Ranulph Fiennes travelled around the globe from the North Pole to the South Pole. He has led expeditions since the 1960s which began around 60 years ago.

Design Technology Crucial Knowledge

Food

Preparing fruit and vegetables

- Fruit and vegetables can be eaten without cooking them
- Some fruit and vegetables need to be peeled before we eat them – peeling is when the outside layer (skin) is removed
- Some fruits have hard stones in the centre – these can't be eaten
- Some fruits have small seeds or pips – these can be eaten but we don't usually eat them

Computing Crucial Knowledge

Programming – Introduction to animation.

- An algorithm is a list of rules or instructions
- Algorithms need to be written in a special language called code so digital devices, can understand them.
- Coding is how we communicate with computers. Code tells a computer what actions to take.
- Animation: a picture that moves on screen
- Animations can be made with drawings and by coding.

Vocabulary: ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.

Music Crucial Knowledge

Musical Learning

- Create rhythm patterns, put them in an order to create a composition. Write down our compositions.
- Sing and chant songs and rhymes expressively.
- Listen and copy rhythm patterns.

Key Musical Vocabulary

- Duration: rhythm, beat.
- Dynamics: loud and quiet, gradual and sudden changes.
- Pitch: high and low sounds and the notes in a tune.
- Timbre: the quality of a sound.
- Other: improvising – experimenting.

Physical Education Crucial Knowledge	
Invasion Games (Basic invasion game skills)	<ul style="list-style-type: none"> • Agility is how quickly you can change direction whilst maintaining speed and balance. • Throw is to push an object forward by hand. • Catching is the use the hands to stop and hold a moving object. <ul style="list-style-type: none"> • Attack is to try to move past and score against the opposing team. • Defend is to block the other team and stop them from scoring. • Competitive sports are games where the aim of the games is to win
Religious Education Crucial Knowledge	
Worship	<ul style="list-style-type: none"> • Worship brings people of the same faith together and is a way to show devotion to their religion or beliefs. • Each religion will have a special day to attend worship. • Christians go to a church on a Sunday to worship. They pray to their God and read stories from the Bible. • Believers of the Jewish faith go to a Synagogue on a Saturday to worship. They pray to their God and read stories from the Torah.
Personal, Social Health & Economic Education Crucial Knowledge	
How can we look after each other and the world?	<ul style="list-style-type: none"> • We show we care for each other by being kind, polite, to play and work together • If we are unkind it can upset someone • Children, elderly people, disabled people, poorly people, animals need to be cared for • We can care for the World by recycling, saving energy, not littering