

History - Magnificent Monarchs

This project introduces children to significant monarchs from British history and explores how their actions shaped the country. Pupils learn about Alfred the Great, William the Conqueror, Henry VIII, Elizabeth I, Queen Victoria and Elizabeth II, placing them on a timeline and comparing their achievements. They explore how the role of the monarch has changed over time and consider why some monarchs are remembered as significant figures in history.



Mathematics

Year 1

This term in Maths, Year 1 children will begin by learning about position and direction, using language such as left, right, forwards, backwards and quarter turns to describe movement. They will then develop their understanding of place value by counting, comparing and ordering numbers to 100, partitioning numbers into tens and ones, and finding one more and one less. Later in the term, children will learn about money, recognising coins and notes and counting different amounts, before exploring time, including days of the week, months of the year and telling the time to the hour and half past. Throughout the term, children will use practical resources and reasoning activities to build confidence and deepen their understanding.

Year 2

This term in Maths, Year 2 children will continue to develop their understanding of multiplication and division, learning to recognise equal groups, arrays and repeated addition. They will then explore fractions, including finding and recognising halves, quarters and thirds of shapes and quantities. Later in the term, children will learn about time, reading and comparing times on analogue clocks, and will continue to develop their problem-solving and reasoning skills through practical and engaging activities.

Be . Build . Become

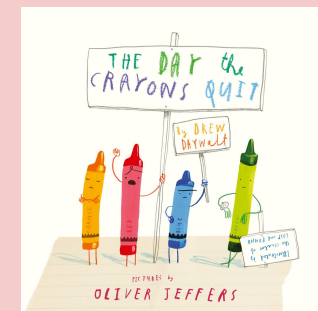
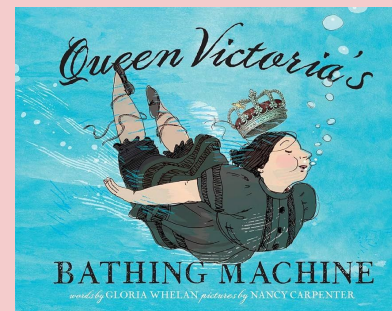
English - Writing

Instruction Writing inspired by Queen Victoria's Bathing Machine

Both year groups begin this term with using *Queen Victoria's Bathing Machine* as a stimulus for instructional writing. Through mystery clues, storytelling and historical enquiry, children will discover how Prince Albert solved Queen Victoria's problem by inventing the bathing machine. Pupils will compare Victorian and modern seaside experiences, explore the features of instruction texts, learn to use imperative (bossy) verbs and sequencing language, and create their own set of instructions to help Queen Victoria enjoy a successful day at the seaside.

Persuasive Letters Inspired by *The Day the Crayons Quit*

Year 1 and Year 2 children will be exploring the humorous and imaginative book *The Day the Crayons Quit* by Drew Daywalt. In the story, a box of crayons write letters explaining why they are unhappy and trying to persuade their owner to make changes. Through reading, discussion and drama, pupils will explore different viewpoints, develop their understanding of persuasive language and learn how writers present reasons to support their opinions. Children will then plan and write their own persuasive letters from the perspective of a character, using convincing arguments, questions and carefully chosen vocabulary to persuade the reader.



Key Stage 1 Term 6





Physical Education (Outdoor PE) – Athletics

This unit develops pupils' athletic skills, including running, jumping and throwing, while improving balance, agility and coordination. Children learn techniques for sprinting, jumping for distance and height, and throwing for both distance and accuracy. They will measure and reflect on their performance, set personal challenges and work collaboratively to improve their skills.

Physical Education (Indoor PE) – Invasion Games

This unit develops pupils' understanding of simple attacking and defending games. Children learn how to keep possession, move into space, score goals and work effectively as part of a team. They will develop their throwing, catching and movement skills while applying simple tactics and learning the importance of cooperation, communication and fair play.

Personal, Social, Health and Economic Education (PSHE)

This term in PSHE, children will be learning about change and growing up. They will explore life cycles in nature, learn how humans change as they grow, and reflect on how they have developed since they were babies. Children will learn about personal boundaries, privacy and safe and unsafe touch, and will discuss ways to seek help if they feel worried. Towards the end of the unit, pupils will reflect on their achievements this year and prepare for the transition into their next year group.

Religious Education – Christians view of God.

This term in RE, children will explore the big question: *How do Christians decide what is right?* They will learn about the Bible as a source of guidance for Christians and explore stories and teachings from Jesus that help believers make choices. Children will consider ideas such as forgiveness, kindness, conscience and helping others, and will discuss how people decide what is right and wrong in everyday situations.

Design and Technology – Push and Pull

This exciting project introduces children to simple machines and mechanisms that use pushing and pulling forces to create movement. Pupils explore sliders, levers and linkages, discovering how different mechanisms work and where they can be found in everyday objects. They investigate how moving parts are used in books, cards and toys before designing and making their own moving product. Throughout the project, children will develop their designing, making and evaluating skills while learning how mechanisms can make objects move in interesting and useful ways.

Science – Animal Survival

This engaging project helps children explore how animals survive, grow and reproduce. Pupils learn about life cycles, reproduction and seasonal changes, and investigate how habitats support living things. They will also consider the impact humans can have on habitats and explore ways to protect the natural environment and help living things thrive.