

(BLA001) BB MTP Summer 1st Half Term Y1 Life at Sea (16/04/18) Year 1

Challenge description

Date: Summer Term 2018 (1)	Year Group: 1 LIFE AT SEA							
Events to be aware of	SMT meeting	Literacy Staff meeting 23.4.18	National Tests- Y2 (2-9th May) SMT meeting	National Tests- Y2- (2-9th May)	Year 1 class assembly 17.5.18 SMT meeting	Sports day 24.5.18 IEP/MATEP 25.5.18 21.5.18 Report		
				MAY DAY 7TH MAY		writing time		
Four Purposes	Ambitious, capable learners	Express ideas and emotions through different media	Healthy, confident individuals	Express ideas and emotions through different media	Ethical and Informed Citizens	Ethical and Informed Citizens		
Literacy, Language and	Narrative	Narrative		BB Challenge: Mark My Words	BB Challenge: Mark My Words			
communication	Oral stories the importance of oral stories in the story	Shared writing: Box planner.	Narrative Draft the stories on a	Narrative		Narrative		
	telling tradition.	Looking at wow words, connectives,	double page tracker.	Reading stories to peers. Self and peer	Narrative	Re-drafting of storie		
	Examples of oral stories based around pirate life/the sea	grammar and punctuation to include in the stories.		assess. How can they be made better?	Re-drafting of stories			
	Story planning: story map/mountain/board. Create a washing line.	Talk the stories - talk about your story ideas and draw a first draft story map of your own.		Re-drafting of the stories.				
	Pie Corbett acting out	Make your story into a puppet show and share this with your friends.						
		ICT: Ask a friend to video your puppet show.						

Guided						
Reading	Arnie the Activator Discuss story opening. Have you read other stories like this before? Does it remind you of a particular story? Why? Identify main characters and talk about their actions and attributes (kind? Mean? etc) Do they remind you of characters from other books or media?	Arnie the Activator Discuss story opening. Have you read other stories like this before? Does it remind you of a particular story? Why? Identify main characters and talk about their actions and attributes (kind? Mean? etc) Do they remind you of characters from other books or media?	Sammy the Summarising Cowboy. What happened at the beginning? What are the main incidents in this story? What is the problem/resolution in this story?	Sammy the Summarising Cowboy. What happened at the beginning? What are the main incidents in this story? What is the problem/resolution in this story?	Quiggly the Questioner How did the author introduce the plot and characters? Tell me another way of finding out about Also Year 2 How did the author develop the ideas/build up the tension? What was the climax? What tense is the story written in? - More able: can you give me an example of a verb and an adverb?	Quiggly the Questioner How did the author introduce the plot and characters? Tell me another way of finding out about Also Year 2 How did the author develop the ideas/build up the tension? What was the climax? What tense is the story written in? - More able: can you give me an example of a verb and an adverb?
Welsh	Tedi Twt: Tedi Twt a Doli Glwt yn yr Ysgol Reading	Tedi Twt: Tedi Twt a Doli Glwt yn yr Ysgol Writing: activities I like/dislike in school and why.	Tedi Twt: Parti Doli Glwt Reading	Tedi Twt: Parti Doli Glwt Writing: make party invitations and birthday cards.	Tedi Twt: ar Lan y Mor Reading	Tedi Twt: ar Lan y Mor Oracy
Daily Drilio	Beth wyt ti'n hoffi? Pam? Beth wyt ti ddim yn hoffi? Pam	Mae hi'n amser (School activities)	Question words: ble? pa? pam? beth? sut? pwy? pryd?	Question words: ble? pa? pam? beth? sut? pwy? pryd?	Singing Welsh songs: 'Dewch am dro i lan y mor'	Singing Welsh songs: 'Dewch am dro i lan y mor'

Mathematics and Numeracy	Recognise and understand odd and even numbers up to 20 as 'every other number'. Count in 5s to 50 and then back again.	Recall 'one more' of a number within 20 (up to 30) Recall 'one less' of a number within 20 (up to 30) Compare and order numbers up to 20 at least and say which one is more or less and give the number lying between them.	Understand and use the mathematical symbols for addition, subtraction and equals to record mental calculations in a number sentence. Solve one-step problems which involve addition and subtraction, including missing number problems, e.g. 7 + ? = 9, using objects and pictures. Use known facts to solve simple problems within 10, e.g. doubling and halving, number bonds.	Recognise coins of different values and use different combinations of money to pay for items up to 20p. Find totals and give change from 10p and calculate how to pay using smaller coins.	Understand and use the vocabulary relating to capacity. Use non-standard units to measure. Make a sensible estimate for capacity, which can be checked by using non-standard units.	Use standard units of time to tell the time on analogue clocks and 12-hour digital clocks.
Daily Counting and Remembered Facts	Count reliably up to 20 objects at least Count in 5s to 50 forwards and backwards from zero Read and write numbers to 20 at least forming them and orientating them correctly	Compare and order numbers up to 20 at least	Recall doubles and near doubles up to 10	Recall addition and subtraction facts up to 10	Recall pairs of numbers that total 10	Find small 'differences'
Science and Technology	Year 1: Adventure/Simulation Know that computers use sound, pictures, numbers and text to show what is happening.	Year 1: Adventure/Simulation Compare a simple adventure/simulation program based on fantasy or real life situations with reality.	Year 1: Adventure/Simulation Compare a simple adventure/simulation program based on fantasy or real life situations with reality.	Year 1: Adventure/Simulation Can navigate through an adventure/simulation program and make simple decisions and choices. Discovery Dog: Year 1: Noisy Night: How can we make the best earmuffs? Year 2: Discovery in the dark: How can we make the best night light?	Year 1: Adventure/Simulation Can navigate through an adventure/simulation program and make simple decisions and choices. Discovery Dog: Year 1: Noisy Night: How can we make the best earmuffs? Year 2: Discovery in the dark: How can we make the best night light?	Discovery Dog: Year 1: Noisy Night: How can we make the best earmuffs? Year 2: Discovery in the dark: How can we make the best night light?

Health and						
Wellbeing	Athletics: Sprint	Athletics: Relay	Athletics: Hurdles	Athletics: Obstacle race	Athletics: rehersal for sports day	Athletics:Sports day
	AA: Team Building	AA: Team building	AA: Traversing wall	AA: orienteering	AA: orienteering	AA: orienteering
	PSE: learn about the	PSE: learn about the	PSE: learn about the			PSE: discuss what it
	nature of friendship and discuss what it	nature of friendship and discuss what it	nature of friendship and discuss what it	PSE: discuss what it	PSE: discuss what it	means to welcome new members of the
	means to have a	means to have a	means to have a	means to welcome new members of the	means to welcome new members of the	class and to be
	good friend and be a	good friend and be a	good friend and be a	class and to be caring	class and to be caring	caring towards
	good friend.	good friend.	good friend.	towards everyone.	towards everyone.	everyone.
	Having a friend	A gift of friendship	A gift of friendship	Welcome teddy	Cheer everyone up	Cheer up teacher
Expressive Arts	Music: Music Express	Music: Music Express	Music: Music Express	Music: Music Express	Music: Music Express	Music: Music Express
	Taking off :	Taking off :	Taking off :	Taking off :	Taking off :	Taking off :
	Exploring pitch	Exploring pitch	Exploring pitch	Exploring pitch	Exploring pitch	Exploring pitch
	what is meant by pitch?to respond to changes in	 how to control the pitch of the voice to respond to 	 how to control the pitch of the voice to respond to 	to relate sounds to symbolsthat	 that percussion instruments produce 	 that pitch can be used descriptively
	pitch	changes in	changes in	percussion	different	
	how to control	pitch	pitch	instruments	pitches	Art: Using IPads to
	the pitch of the voice	to relate sounds to	 to relate sounds to 	 produce different 	 how simple tunes are 	merge text and
	to relate	symbols	symbols	pitches	made of	image with Type
	sounds to	how simple	how simple	how simple	different	Draw app. Art based
	symbols	tunes are	tunes are	tunes are	pitches	on Great wave off
		made of	made of	made of	that pitch	the coast of Kanagawa by
		different	different	different	can be used	Japanese artist
	Art: Oil pastel and	pitches	pitches	pitches	descriptively	Katsushika Hokusai.
	water colour art	Art: Oil pastel and	Art: Oil pastel and			
	based on Great wave	water colour art	water colour art			
	off the coast of	based on Great wave	based on Great wave	Art: Using IPads to	Art: Using IPads to	
	Kanagawa by	off the coast of	off the coast of	merge text and image with Type Draw app.	merge text and image with Type Draw app.	
	Japanese artist Katsushika Hokusai.	Kanagawa by	<u>Kanagawa</u> by	Art based on Great	Art based on Great	
	ratsustiika Hokusai.	Japanese artist Katsushika Hokusai.	Japanese artist Katsushika Hokusai.	wave off the coast of	wave off the coast of	
		Katsusilika Hukusal.	Natsustiika Hukusai.	Kanagawa by	Kanagawa by	
				Japanese artist	Japanese artist	
				Katsushika Hokusai.	Katsushika Hokusai.	
Humanities	Barti ddu: (Welsh Pirate) his life story	Barti ddu: (Welsh Pirate) his life story.	Looking at artifacts:	Sea Shanties	Life at sea in the past.	Life at sea today.
				The purpose to the		
		What was it like to be	old or new? Using as	sea-shanty.	Map work - co-	make a mar of arm
		a pirate?	range of historical	Life at sea	ordinates 'bury the	make a map of our class and outdoor
		Horrible Histories -	resources to organise objects and	Liie at sea	treasure'	environment.
		pirates	photographs into a			
			time line.			

Curriculum areas covered

Curriculum - Planned

Curriculum - Covered No statements found.		
Curriculum - Year 2		
Curriculum - Reception		

Curriculum - -999