

Dear Year 1 Parents & Carers,

Here is our Enquiry question for this half term. Please use this information to help your child research or find things to bring into class to support our learning.

Have fun!  
Mrs Coyle and Miss Hodgson

GREENFIELDS  
COMMUNITY PRIMARY SCHOOL



Key Stage 1- Summer 2  
Curriculum Overview

What if you could go on holiday to the  
Moon?



As **READERS** we will:

- Read and explore *Man on the Moon* by Simon Bartram.
- Develop our comprehension skills by truly understanding the text.
- Explore non-fiction texts.



As **MATHEMATICIANS** we will:

- Use our quick arithmetic skills to solve +, -, x and ÷ questions.
- Practise understanding reasoning questions.
- Practise reading and forming multiplication arrays.
- Divide whole numbers and shapes into one / two/ three and four quarters

As **HISTORIANS** we will:

- Place objects/events in order and explain that some objects belonged to the past.
- Explain how some famous people have helped our lives be better today.
- Find answers to some simple questions about the past from different sources of information

As **AUTHORS** we will:

- Write fact files on famous and fiction astronauts.
- Predict, using role play to develop ideas.
- Explore adjectives, verbs and nouns.

As **ARTISTS** and **DESIGNERS** we will:

- Draw lines of different shapes and thickness.
- Describe how our design works by using pictures, diagrams and words.
- Build structures.
- Join materials or components together in different ways.

As **SCIENTISTS** we will:

- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.
- Describe the simple physical properties of a variety of everyday materials
- Investigating strength and waterproofness of different materials

As **CITIZENS** we will:

- Explore the importance of co-operation, trust and truth.
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As **GEORGRAPHERS** we will:

- Explain how the weather changes with each season.
- Explain the main features of a hot and cold place.

As **PROGRAMMERS** we will:

- Use simple instructions (left/right forwards/backwards, up/down) to control a programmable toy.