

## Overview

This half term we will be learning about all things connected to growing! We will explore our outdoor areas using maps and magnifying glasses, learning about our plants and flowers and thinking of ways that we can improve them.

We are hoping for lots of sunshine this half term as we will be planting seeds and looking after our Year 1 outdoor area. We visit Wisley Gardens too and learn about the fruits and vegetables we know and love. We focus on how they grow and what their plants look like. We will be thinking a lot about our science skills this half term too and using them to help us investigate and to learn about plants.

# Year One Summer 1 Growing!



## Art

- Observational drawings of flowers and plants
- Studying and comparing artists such as Van Gogh and Georgia O'Keeffe
- Straw and paint blowing—Jackson Pollock inspired

## D.T.

- Binca bookmark-nature themed

## Music

- Recognise everyday sounds in the environment
- Create and compare music. Begin by playing rhythm in words to do with growing and move into composing for animation.

## English

- Writing a bean diary linked to growing investigation
- Adapting the story of The Enormous Turnip.
- Descriptive Writing about a weird and wonderful plant
- Invitation writing.
- Writing a recount of our visit to Wisley.
- Sequence 'The Tiny Seed' story
- A 5 sentence story

## Science

- Planting beans and seeds. Measuring and monitoring its growth and recording in a bean diary
- Name parts of a plant and tree
- Talk about a range of plants including the Venus fly trap and the adaptations they make depending on where they grow
- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees
- Investigations to find out what plants need to grow
- Exploring life cycle of plants
- Investigating which parts of the plant we eat-during the Wisley trip we discuss and observe how fruit and vegetables grow.
- We explore tropical plants including the cacao tree in the glasshouse during Wisley

## Computing

- Teach Computing

