



Claypool Primary School

At Claypool everyone is valued, inspired and nurtured on their individual journey of success.

Summer 1 2026

Beech Class

Subject	Themes	Key Learning Objective/Enquiry based questions
English	Spoken language	Build vocabulary. Articulate and justify answers. Give well-structured descriptions, explanations and narratives. Participate in discussions, presentations, performances, role-play, improvisations and debates.
	Reading comprehension	Learn to appreciate rhymes and poems. Discuss word meanings, linking new meanings to those already known. Make inferences on the basis of what is being said and done. Predict what might happen on the basis of what has been read so far. Participate in discussions about what has been read to them. Explain clearly an understanding of what has been read to them.
	Writing composition	Say out loud what is going to be written about. Sequence sentences to form short narratives. Re-read what they have written and check that it makes sense. Discuss what has been written with the teacher or other pupils. Read writing aloud clearly enough to be heard by peers and the teacher. Spell words containing phonemes already taught. Spell common exception words.
Mathematics	Multiplication and Division	Count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s. Solve one-step problems involving multiplication and division by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.
	Fractions	Recognise, find and name a half as one of two equal parts of an object, shape or quantity.
Science	Animals including Humans	What is this animal called? How are animals different? Do all animals eat the same food? What are our body parts called? What are senses? Are all humans the same?
Physical Education	Locomotion: Jumping	Recap jumping Develop jumping Explore how jumping affects our body Explore skipping Apply jumping and skipping into a game
	Learning through play	Following instructions when playing games Keeping score when playing games Taking turns when playing games Competing against 'myself' Competing against others

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Art	Painting and Mixed Media: Colour Splash	Making colours Painting with colour Printing with paint Exploring colour mixing Clarice Cliff plates
Beliefs and Values	How do we know that babies are special?	How do we know that babies are special? What do some Muslim people do to show a new baby is special? What is Aqiqah and why is it important to some Muslims? What is Jatakarma and why is it important to some Hindu people? What promises might people make for a new baby? How are some babies named?
Computing	Coding	To understand that computer programs work by following instructions called code. To use object and action code blocks to make a computer program. To understand what an event is in coding. To understand the purpose of an output and to be able to 'read' code to find out what it does. To change aspects of the design view. To plan and make a computer program.
History	How have explorers changed the world?	What is an explorer? Where have explorers travelled and when? Who was Christopher Columbus and what did he do? What was Matthew Henson and what did he do? How has exploration changed? How can we remember them?
Music	High and Low: Exploring pitch	Recognising changes in pitch and copying simple pitch patterns Performing simple melodic patterns using voices and pitched instruments Representing pitch Creating music for a performance
Personal, Social and Health Education	Economic Wellbeing	What is money? Keeping money safe. What is a bank? Saving and spending Jobs in school Jobs out of school

Key dates this half term:

29.4.26: Movie night 3.30pm until 5.00pm

20.5.26: Rowan, Cherry, Beech and Hazel Sports Afternoon at 2.15pm