

# Year 1 – Here Comes the Sun

## Key Aim –

- To compare past and current seascides
- To state changes within living memory

## Key Vocabulary:

Victorian  
Seaside  
Pier  
Promenade  
Timeline  
Bathing machine  
Parasol  
Punch and Judy

## Key facts:

- Victorian era 1837-1901
- Bathing machines were used as changing facilities
- Beach entertainment included Punch and Judy shows, donkey rides and sandcastle competitions
- Travel became easier to visit seaside towns due to the expansion of the train network

## Quality Texts to Inspire Us:

- Message in a Bottle by Matt Hunt
- Non-Fiction books linked to Victorian Seaside
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*YEAR 1*  
*Summer ii 2025*

## Outcome:

Draw a poster containing features of a Victorian Seaside

## Key Concepts and Skills:

- Understand the changes made within living memory
- Compare the similarities and differences between modern day seascides and Victorian seascides including; entertainment, activities, clothing and travel
- Using a variety of sources to understand the history of seascides



Hook:  
Message in a Bottle  
Boom Whackers

As **Readers**, we will:

- Read tricky words with greater fluency
- Continue to learn and apply phase 5 sounds
- Increase fluency in reading by blending in my head
- To be able to find answers to questions in the text

Key Texts:

Message in a Bottle – Matt Hunt

Non-Fiction books linked to Victorian Seaside

Big Cat Books

As **Writers**, we will:

- Form all of my letters correctly
- Use capital letters and full stops with greater consistency
- Check my sentence makes sense
- Use adjectives to describe
- Begin to use 'and' and 'because' to join sentences
- Begin to apply '-s' and '-es' for plurals
- Begin to include question marks and exclamation marks correctly

Key Vocabulary:

- Suffix
- Exclamation mark
- Question mark
- Adjective
- Plural

Must Haves:

- Reread my sentence

As **Mathematicians**, we will:

- Use directional, positional and proportional language
- Give and describe turns, including fractions of turns

Mastering Number

- Understand composition of numbers up to 10

Measures

- Learn the value of different coins
- Tell the time to o'clock and half past

Key Vocabulary:

- Quart/half turn
- Place value
- Coin
- Pence
- Pound
- Time
- Second
- Minute
- Hour

As **Scientists**, we will:

- Understand where our food comes from
- Know that fruit is the part of a flowering plant that contains seeds
- Understand that some fruit and vegetables can be grown for food

Key Vocabulary:

- Crops
- Fruit
- Vegetable
- Seed
- Farmer
- Plant
- Cook

As **Historians** we will:

- Identify key period features of Victorian seaside holidays
- See the similarities and differences between seaside holidays now and then
- Understand the reasons for going on holiday now and then
- Recognise the differences in clothing, beach activities and methods of travel

Key Vocabulary:

- Victorian
- Edwardian
- Similarities
- Differences
- Past
- Then
- Now
- Period

As **Designers and Artists**, we will:

- Learn about the art of Giuseppe Arcimboldo
- Develop cutting skills using the claw and bridge methods
- To design, make and evaluate a fruit face
  
- Make simple prints using objects
- Learn about the artists Andy Warhol and Julie Turner (local printmaker)
- Draw into a polystyrene tile to make a print plate
- Use print plate to create a sequenced print

Key Vocabulary:

- Cut
- Bridge
- Claw
- Healthy
  
- Shape
- Line
- Pattern
- Relief print
- Tile/print plate
- Impression

As **Computer Technologists** we will:

- Create and sequence instructions to make a character move
- Build simple programs using blocks in ScratchJr
- Understand how to make changes to improve our animations
- Identify and fix problems in our code (debugging)
- explain what our animation does and how it works

Key Vocabulary:

- Algorithm
- Sequence
- Sprite
- Block
- Code
- Debug

In **PE** we will:

- Use varying speeds when running
- Know how to hop, travel and land safely on 2 feet
- Explore different methods of throwing
- Run with good balance and co-ordination
- Take part in Sports Week

Key Vocabulary:

- Obstacle
- Relay
- Landing
- Balance
- Jog
- Sprint
- Speed

In **PSHE** we will:

- Learn how to keep ourselves safe including in the online world
- Learn how rules and age restrictions help us
- Learn how to ask for and give/ not give permission

Key Vocabulary:

- Safety
- Restrictions
- Permission

As **Musicians**, we will:

- Understand how to play drums with correct playing technique
- Maintain a steady beat, playing with a range of tempos and meters
- Copy simple rhythm and patterns

Key Vocabulary:

- Rhythm
- Beat
- Boomwackers
- Drums