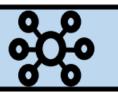
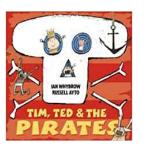


Year 1 Summer 2

Resource Hub

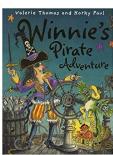


Fiction

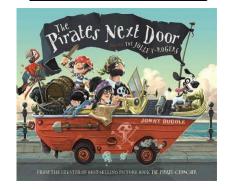






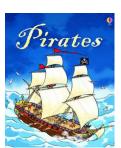


Core Texts

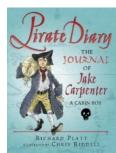


Non-Fiction





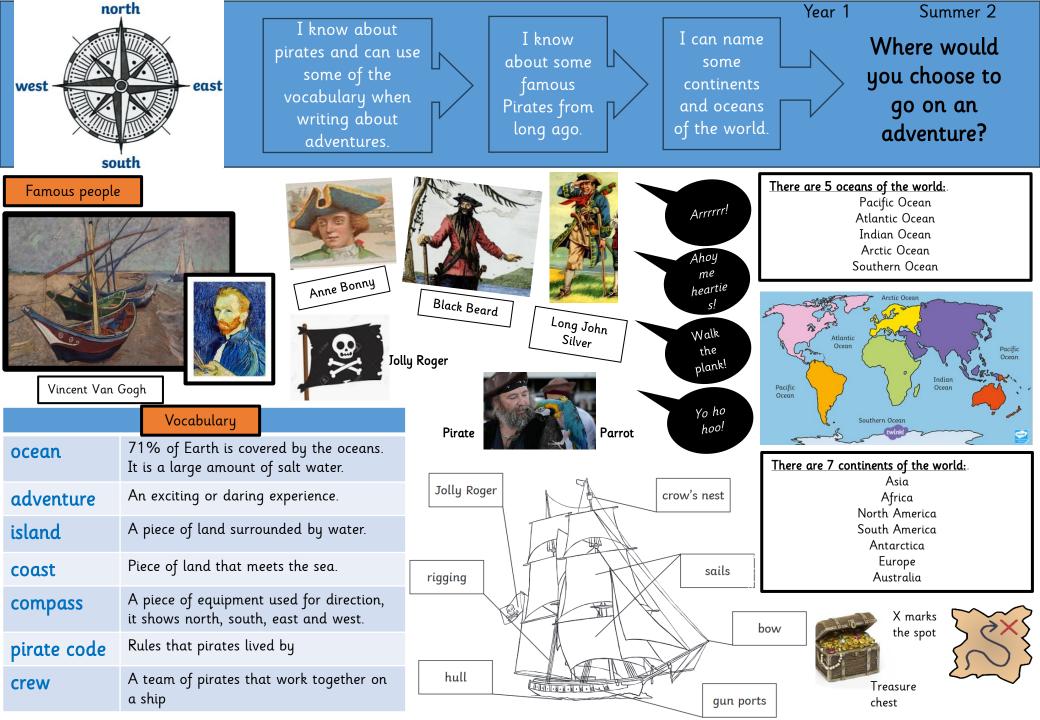




Year 1 Padlet



Visit the Year 1 — Summer 2 Padlet page to access resources to share at home via the link or QR code: https://padlet.com/year1cavcl osei/where-would-you-chooseto-go-on-an-adventure-4s0041h0ckft2e1z



Writing features — story

I can begin to write coherently for different purposes.

I can form most lowercase and capital letters in the correct direction, starting and finishing in the right place.

Character descriptions

Full stops

Pirate vocabulary

> topic nouns

setting adjectives

Effect on the reader:

tell what

happened

clearly

Audience and Purpose:

Write adventure stories using our imaginations and information we have learnt.

give them a picture of the setting and a

character.

make them

think about

being an

adventurer

Finger spaces

Sentences
with a
capital letter
and full stop.

Beginning, middle, end

I can use a variety of conjunctions (and, but, because).

1. Creative Arts week - Stimulus Van Gogh - Picture Boats on the Beach

Write a speech bubbles about the painting.

I see...

I can hear...

I feel...

If I had a boat, I would ... because....

Handwriting - m, n, r

2. Hook: find a pirate chest full of treasure. Read and collect pirate words — topic vocabulary- whole class.

Create a pirate word bank using words- use colourful semantics. (CIP pictures)

Handwriting – h, b

3. VIPERS - The Pirates Next Door Character descriptions - nice, friendly, fierce. Create a word bank.

Using colourful semantics write sentences about pirates e.g The ugly pirate jumped over the huge treasure chest. (use CIP wordbank to support).

Handwriting – k, p

Summer 2
In English, we will
be writing
narratives.

We are going to write adventure stories.

4. VIPERS - The Pirates Next Door
Write a prediction for what will happen next
in the story. Receive a letter from Tilda
asking them to say what will happen to her.
Create a class text map of story.
Write the beginning of Tilda's story using text
map.

Handwriting — v, w

5. VIPERS - The Pirates Next Door Verbally recite and act out the next part of our stories.

Write middle part of the story using a text map.

Complete stories.

Handwriting — u, y

6/7. VIPERS - Blackbeard

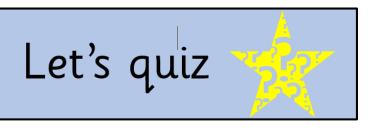
Learn about the pirate roles in a crew. Create and write a word bank of jobs.

Write a speech bubble naming and describing their pirate job.

Handwriting - s, f, x, z

8. Memories of Year 1.

Year 1 Summer 2 2025



'Let's quiz' is an exciting game about remembering the knowledge from the topic.

At the end of every topic they will take part in a fun quiz all about what they have learnt over the half-term. You can help your child to succeed and remember what they have learnt by talking about the questions together at home.

Research says that when children repeatedly return to previously learnt information, they are more likely to 'Know and Remember More' in the long term.

- Who were some famous pirates?
- Can you name different parts of the ship and what they were used for?
- Describe the features of a treasure map.
- Describe what clothes a pirate might have worn? How is it different to what we we wear today?
- What roles would pirates have on a ship?
- What is a compass? What is it used for?
- Can you name the continents?
- Can you name the oceans?
- What was Vincent Van Gogh famous for?

