

# Year 1 Autumn Term



## **English**

- > RWI Phonics
- > Key texts will be revealed to the children as the term progresses.

Making predictions

Understanding settings

Building vocabulary

Discussing language features

Writing a circular narrative

Complete a setting description

To write a diary entry

## **Maths**

- > Place Value (within 10)

Sort and count objects

Represent objects

Recognise numbers as words

Count on from any number

1 more

Count backwards within 10

- > Addition and Subtraction

Parts and wholes

Fact families

Number bonds within 10

Addition

Subtraction

- > Shapes

2D shapes

3D shapes

Shape patterns

## **Science**

- > Animals including humans—All about me

Parts of the body

Five senses—sight, hearing, taste, touch and smell

- > Animals including humans—All about animals

Animal families

Birds and mammals

Amphibians, reptiles, fish

Food

Wild animals and pets

## **PE**

- > Ball Skills - sending, receiving, throwing, bouncing, striking

- > Targets - Sending, Spatial awareness, co-ordination

## History

### > How an I making History?

- To develop an understanding of personal chronology.
- To learn more about my history.
- To explore how we remember events.
- To find out what childhood was like for our parents and grandparents.
- To compare childhood now with childhood in the past.
- To identify that some things change and some things stay the same.

## Geography

### > What is it like here?

- To locate the school on an aerial photograph.
- To create a map of the classroom.
- To locate key features of the playground.
- To draw a simple map.
- To investigate how we feel about our playground.
- To create a design to improve our playground.

## Music -

### > Tell me a story

- Sing simple songs with a small range and then slightly wider following the shape of the melody, including pentatonic songs.
- Sing a wide range of call and response songs. Create musical sound effects. Identifying the pulse and recognise changes in pitch.

## Design Technology

### > Structures - Constructing a Windmill

- Follow a design criteria to meet the needs of a user.
- Make a stable structure.

## Art

### > Drawing : Make your mark

- Produce a drawing that displays observational skill, experimenting with a range of lines and mark making.

## Computing

### > Online Safety

- To log in safely and explore Purple Mash.
- To save and open my work.

### > Maze Explorers

- To use direction keys to move forwards, backwards, left and right.
- To move characters in the right direction
- To create algorithms.

### > Questioning

- To use yes/no questions to separate answers.
- To design a binary tree.
- To understand what a database is.

## PSHRE

### VIPs

- To talk about the important people in my life and explain why they are special. To describe what makes someone a good friend. To describe ways to help resolve disagreements without being unkind .

### Safety First

- To know how to stay safe and who can help if I feel unsafe.
- To know how to stay safe when I am out and about. To keep myself safe in different situations with people I don't know

## RE

### > Sacred Books

- To explain the Bible is a Christian's holy book and identify different kinds of genre/writing.

- To identify the Torah is a holy book for Jews & how the rules in the Torah can guide a Jew in their lives, eg why they believe it is wrong to steal.

### > Incarnation

- To recall the main events from the Christmas Bible stories linking these stories with Christianity. To identify at least 4 aspects of how Christians celebrate Christmas, Easter and Baptism explaining why each event might be important to them. To talk about who Christians say Jesus is e.g. called the Son of God; God made man

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