

RE & RSHE

RE

Christianity

- What responsibility has God given us to take care of the world?
- Why is each person important in the Nativity story?

PSHE

- How to keep our teeth healthy.
- Considering why food is important.
- How to keep healthy.
- The Zones of Regulation.

History & Geography

History

- Big question: What makes me and my community special?
- Changes within living memory.

Geography

- Big Question: What's my local area like?
- Use an aerial photo of a familiar place to create a simple map with a key.
- Identify the human and physical characteristics.
- Compare local areas.

PE & Music

PE

Locomotor Games.

Games that focus directly on moving, balance and coordination and agility.

Music

- Singing and early rhythms
- Reading rhythms and composing our own.

Art

Drawing

- Self Portrait and Peer Portrait
- Hands and Feet (link to Science)

Painting

- Self Portraits (link to All About Me)

Ash
Year 1
Autumn Term



Design Technology

Levers & Sliders card-Mechanical Systems

- Design, make and evaluate, a card with simple lever and slider mechanisms for a child, inspired by Julien is a Mermaid. Design on a computer, cross curricular with computing- digital painting and English.

English

Phonics Phase- Practise recognition and recall of Phase 2, 3 and 5 graphemes. Read, write and spell words with adjacent consonants and with newly learned graphemes.

Texts- Beegu, Where the Wild Things Are, Billy and the Beast, Julian is a Mermaid, The River (poem by Valerie Bloom), Traction Man.

Grammar and punctuation- Separation of words with spaces, and using capital letters correctly. Sequencing sentences to form narratives, exploring how to form sentences, understanding regular plurals and using suffixes '-ing', 'ed', 'er', 'est'.

Outcomes—annotations for drawings, speech bubbles, describing (characters), writing in role (postcards) narrative (retelling a story) and poetry.

Science

Animals Including Humans and Seasonal Change

- Naming, classifying and comparing a variety of common animals (fish, amphibians, reptiles, birds, mammals).
- Classifying animals according to their diet (carnivores, herbivores and omnivores).
- Identifying basic parts of the human body.
- Identifying each sense and their associated body parts.
- Observing and describing the weather and seasons.

Computing

Technology around us and Digital painting

- Understanding the use of technology and how it can help us.
- Developing mouse, keyboard and typing skills.
- Exploring digital art.

Maths

Place Value

- understand and represent numbers within 10.
- compare numbers and express part-whole relationships
- understand additive structures within 10

Measures

- use the terms 'before' and 'after' and name days of the week, months and know hours, minutes and seconds

Multiplication & Division

- count in 2s and 10s

Geometry

- recognise, name, sort and create patterns with common 2D and 3D shapes