Year 1	'Amazing Me!'	Autumn Term	1 2017/2018
English	·		
Stories with familiar settings relating to ourselves, feelings and animals. Stories and rhymes with predictable and repetitive patterns.			
Composing sentences orally, sequencing sentences, rereading sentences to check for mistakes and reading aloud to the class			
Writing short narratives - leaving spaces between words, joining words using 'and'			
Begin to punctuate sentences Dictation	1		
Role play story characters			
Signs, labels, lists, instruction			
Shared, individual and guided reading Reading  and spelling common exception words			
	•	8 upper 2020	
	in the correct direction- lower nting words for reading and spel	••	
	ining words for reading and spel	ling	
Mathematics			
Counting forwards and backwards 0 - 10 & 0 -20. Or from any given number Reading and writing numerals to 100.			
Read and write mathematical statements involving + - and =			
Ordering numbers			
Understanding the concept of one more/less than a given number			
Simple problem solving activities using + and -			
Recognise and name common 2D and 3D shapes.			
Compare, describe and solve practical problems for length and height			
Recall double numbers to 5			
Represent and use number bo	inds 1 - 20		
Science			
Using their observations and idea Name and label basic parts of th	as to suggest answers to questions		
Identify changes from baby to present day			
	em to different parts of the body		
Identify and name a variety of common animals			
Observe changes across the seas Identify and name a variety of th			
Religious Education			
What it means to belong to Chr	ristianity?		
To know that religious people have ways of showing that they belong together			
To understand that there are a number of religions in the world.			
To learn that some Christians baptise babies and that it is a sign of belonging - Role play a Baptism			
Ceremony, Celebrate Harvest			
Art and Design			
Investigating Colour			
	echniques using colour - Primary	colours, colour mixing an	d colour charts
	• •	-	< Caulfield- Pottery, Van Gogh – link
to History			
	Natural world- link to Science- c		
-	atively - Design and create clay		•
	rt and Design techniques -Draw	themselves and a triend	- IINK TO KE, PSHE, SCIENCE
Computing			
Introduction to computing princ	<b>iples</b> nipulate digital content - images of a	ourselves and animals	
	nipulate algital content - images of behaviour of simple programs - Bee		
	es – Mondrian, Van Gogh, Patrick Ca		
Design Technology			
5 51	and appealing products based o	n design criteria	
Generate, develop, model and communicate ideas through talking and drawing and ICT			
Select and use a range of tools and materials according to their characteristics - create pots using different			

Select and use a range of tools and materials according to their characteristics - create pots using different materials(clay, paints)

# History

#### Homes in the past

Changes within living memory - discuss aspects of change in national life -Look at homes today and at those of the past

A timeline of the children's own lives

Link Art- create a personal pot/jug/plate using clay.

## Music

### Sounds interesting

Played untuned instruments musically

Use their voices expressively and creatively - Sing songs, say chants and rhymes

### Physical Education

#### Ball skills / Dodgeball

Master basic movemets including running and jumping

To explore movement, change of direction, and pace with increasing control

Participate in team games.

#### Dance: Movement -

Perform dances using simple movement patterns

## PSHE

Create Class Rules together, take photographs and display these

Listen and discuss stories related to our Values- talk about importance of co-operation, friendship. Discuss and share in circle time and Role play-

Working together, taking turns, sharing, remembering people who are important, caring for the environment, belonging, family, friends and pets