

Year 1 Autumn 1 02.09.26 - 24.10.26

Description:

The children will be settling into Year 1, getting used to new routines and expectations as they move from Year R into the Key Stage 1 curriculum. We will be supporting the children as they build new relationships with other children and adults, while encouraging them to share information about their families, interests and experiences and learn more about each other. We will also be helping the children to become more independent in their learning, encouraging them to make choices, take responsibility and develop confidence in their own abilities.

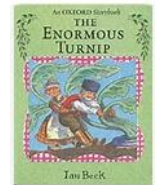
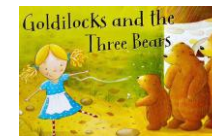
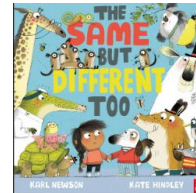
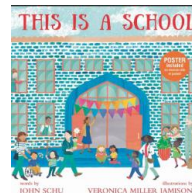
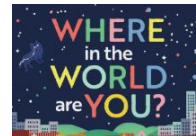
As writers, we will learn to:

- Use capital letters at the beginning of sentences and for names, places and days of week.
- Use full stops correctly at the end of sentences.
- Use finger spaces between each word.
- Use the personal pronoun 'I'
- Write using the correct tense.
- Read our work aloud to check that it makes sense.

GETTING TO KNOW YOU!

As mathematicians, we will learn to:

- Count to 20 and estimate quantities
- Partition teen numbers; compare
- Count to 100 in 1s/10s; compare, order
- Say 1/10 more or less up to 100
- Adding by counting on
- Partitioning to create number bonds
- Subtraction: count back/take away
- Explore shapes and line symmetry
- Understand/identify 2-D shapes
- Sort 2-D shapes according to properties
- Understand/identify 3-D shapes
- Coins to 10p: identify & exchange
- Make amounts/find all possibilities
- Add by counting on (numbers to 20)
- Number bonds to 10
- Say 1 more/less than
- Tell o'clock times; sequence events
- Days of the week, months of the year



GETTING TO KNOW YOU!

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As scientists, we will learn to:

- Identify and name a variety of common animals (including fish, amphibians, reptiles, birds and mammals).
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores.
- Describe and compare the structure of a variety of common animals.
- Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

As musicians, we will learn to:

- Sing *The Toys Song* with confidence, adding actions for different toys.
- Explore dynamic variation (loud and quiet sounds).
- Explore tempo variation (fast and slow sounds).
- Talk about how dynamics and tempo how can be used to create thoughts and images in our minds.
- Respond to music through movement and dance.
- Explore percussion instruments to find sounds for each of the toys.
- Create toy sound compositions in small groups.
- Reflect on and improve our performances.

PSHE

As citizens, we will learn to:

- Recognise that I belong to my class and to feel safe and special in my class community.
- Understand how to help ourselves and how to make my class a safe place for everybody to learn.
- Recognise how it feels to be proud of an achievement.
- Recognise the range of feelings when faced certain consequences.
- Follow the Learning Charter.

In RE, we will learn to:

- Understand what a celebration is.
- Recognise that Christians have different kinds of celebrations.
- Talk about and understand the Harvest celebration.
- Identify how Christians celebrate Harvest and understand the reasons why it is celebrated.

GETTING TO KNOW YOU!

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In Geography, we will learn to:

- Use fieldwork and observational skills to study the geography of the school and the grounds.
- Use simple directional and locational language to move to different areas in the school (the shed is next to the fence)
- Identify key human and physical features of their local environment.

In History, we will learn to:

- Create a timeline - child's own (baby - now)
- Develop chronological understanding.
- Use phrases such as now, yesterday, last week, when I was younger.
- Use timelines to order events.
- Tell stories about the past.
- Sort objects into groups of then and now e.g. baby toys, clothes/ child toys, clothes etc.

In Art we will learn to make Diwali rangoli patterns using printmaking techniques:

- Explore rangoli patterns- colours, shapes and lines. Use objects, 2D shapes, sponges to create patterns.
- Explore creating impressed images on polystyrene using different utensils to create patterns inspired by rangoli

In Computing, (Computer Science) we will learn to:

- Understand what an algorithm is.
- Create, plan and follow simple algorithms.
- Break down an algorithm into smaller parts.
- Debug a simple algorithm that is causing an unexpected outcome.