

Maths:

Place Value within 10:

Step 1 Sort objects Step 2 Count objects Step 3 Count objects from a larger group Step 4 Represent objects Step 5 Recognise numbers as words Step 6 Count on from any number Step 7 1 more Step 8 Count backwards within 10 Step 9 1 less Step 10 Compare groups by matching Step 11 Fewer, more, same Step 12 Less than, greater than, equal to Step 13 Compare numbers Step 14 Order objects and numbers Step 15 The number line

Addition and Subtraction within 10:

Step 1 Introduce parts and wholes Step 2 Part-whole model Step 3 Write number sentences Step 4 Fact families – addition facts Step 5 Number bonds within 10 Step 6 Systematic number bonds within 10 Step 7 Number bonds to 10 Step 8 Addition – add together Step 9 Addition – add more Step 10 Addition problems Step 11 Find a part Step 12 Subtraction – find a part Step 13 Fact families – the eight facts Step 14 Subtraction – take away/cross out (How many left?) Step 15 Take away (How many left?) Step 16 Subtraction on a number line

Phonics:

Little Wandle Autumn Term 1 & 2 Year 1



PSHE:

Me and My Relationship

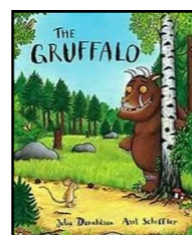
History: Queens: Lives & times of Elizabeth I, Victoria and Elizabeth II - Significant people to compare life at different times

Locate each queen’s reign/ life on timeline. Examine how things have changed houses/ transport/clothing/school.

Geography:

Have simple locational knowledge about individual places and environments, especially in the local area, but also in the UK and wider world. Show understanding by describing the places and features they study using simple geographical vocabulary, identifying some similarities and differences and simple patterns in the environment.

English:



To write a character description.

Simple sentences



Develop sentence writing and punctuation skills.



Identify and label features of a Non fiction text. Sequence ideas and/or retell parts of story through drama. Write for different purposes – NC Report

Year 1 - Autumn Term Over The Drawbridge



Hook: A Day in The Castle

Design Technology: Moving parts

- Design purposeful, functional, appealing products for themselves and other users based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
- Explore and evaluate a range of existing products
- Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products

Science:

Seasonal Changes

Session 1: Understand there are 4 four seasons
Session 2: Understand changes that take place in Autumn
Session 3: Understand changes that take place in Winter
Session 4: Understand changes that take place in Spring
Session 5: Understand changes that take place in Summer
Session 6: Investigate how you

can measure rainfall

Animals, including humans 1 - All About Me
Session 1: Discover basic parts of the human body
Session 2: Learn about eyes and sight
Session 3: Learn about ears and hearing
Session 4: Learn about tongue and taste

Computing:

Unit 1.1 Online Safety & Exploring Purple Mash Number of lessons – 4 Programs – Various
Unit 1.2 Grouping & Sorting Number of lessons – 2 Programs – 2DIY
Unit 1.3 Pictograms Number of lessons – 3 Programs – 2Count

Art and Design:

Explore sculpture with a range of natural materials e.g. leaves, stones, feathers, shells

- Experiment with constructing and joining recycled, natural and manmade materials
- Manipulate malleable materials in a variety of ways including rolling, pinching, kneading and shaping
- Manipulate malleable materials e.g. salt dough, play dough, plasticine, clay for a purpose e.g. create a tile, simple pot, animal

RE:

Thanking Journey’s End

Harvest and further traditions Nativity

Music:

Musical Vocabulary - Under The Sea
Make movements that are appropriate to the pulse and tempo of a piece of music. Choose instruments with appropriate timbre to represent sparkling fishes. Respond to dynamic changes in a piece of music. Create pitches and rhythms.

Perform a layer of the music within an overall piece. Define all the musical terms from this unit.
Pulse & Rhythm - All about me
Clap the rhythm of their name. Clap in time to music. Sing the overall shape of a melody. Play in time to music. Copy and create rhythms based on word