

Texts: Greedy Mr. Fox, The Elves and the Shoemaker and Dogger.

Losing story- Dogger
Recount- Losing class teddy
Labels, lists and captions
Traditional and Fairy Tales –
The Elves and the Shoemaker
Journey story- Greedy Mr Fox
Grammar: capital letters,
finger spaces, full stops.

RE: Cultivating inclusion, identity and belonging. Being thankful. Being Modest and Listening to Others. Expressing Joy.
PHSE:
Rules and expectations
Internet safety
Friendships
Taking turns and sharing

Physical Education

Fitness: Undertake coordination activities, develop strength by performing a range of exercises and demonstrate determination to work quickly
Athletics: Run at various speeds, throw a variety of objects with some accuracy and jumping to improve distance
Multi-skills: Balance on lines & on different body parts with control, change direction quickly and coordinate body whilst moving with equipment
Winter Dance: Perform dance movements showing some levels, perform basic dance travelling movements and simple dance movements with some control

Materials Distinguish between an object and the material from which it is made. Waterproof materials: design a waterproof coat for a teddy bear.
Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.
Describe the simple physical properties of a variety of everyday materials.
Compare and group together a variety of everyday materials on the basis of physical properties.
Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
The Environment Trip to the park. Know how to respect and handle living things in their environment.
Use their own observations to describe the changes that take place across the different seasons and create a weather forecast video.
To observe and describe the weather associated with the seasons and how the length of the day varies.

English

UNICEF PSHE
RE Philosophy
for Children

Science

Year 1 Autumn 2020-2021

Title: **Where we learn and play**
Question: How have toys changed over time?



*Achieving
Excellence
Inspiring
Dreams*

Mathematics

Numbers to 100, more/less, most/least, count in the 2x, 5x and 10x tables
Addition and Subtraction:
Numbers to 20, one-step problems, number bonds within 20.
Measures: Time to the hour and half past. Days of the week/ months in the year. Recognise the value of coins and notes.
Geometry: Recognise and name 2D & 3D shapes and describe position using positional language.

Music

Explore the use of voice in different ways such as speaking and chanting. Discover how the voice can produce rhythm and pulse, and high and low pitch.

Art & DT

Making toys

DT: Design and make a Christmas themed Jack-in-the-box, including a slider and lever mechanism, suitable for a child to play with.

Art:
Making a paper and sock puppet for class display.
Writing simple instructions for puppet making.
Christmas craft activities including cards, mobiles and calendars.

ART WEEK: Street Art

Computing

Online safety -
Project Evolve: Health Wellbeing and Lifestyle
Online Relationships
Coding
Create and debug simple programs:
Introduce unplugged, Bee-Bots and JIT5 tools to understand algorithms. Use Bee Bots with floor mats and JIT5 tools 'Turtle' to create simple programs

History

Entry point: Teddy Bear's Picnic
Understand changes within their own memory about how their toys have developed.
Discuss the similarities and differences between old and new toys.
Children bring in a toy from home and create a historical timeline of toys.
Think about the sources we could use to find out about Toys from the past.
To compare games from the past to present.
Final Product: Children create their own museum showcasing the old toys.

Geography

Name and locate countries of the UK using a world map, atlases and globes
Identify characteristics of UK countries
Identify seasonal & daily weather patterns
Use simple fieldwork and observational skills to study the geography of our school
Use locational and directional language by creating a journey journal of a trip around our school
To devise a simple map
Look at aerial photographs of our local area to identify landmarks and human and physical features