

Book Spine Texts:

Puffin Peter, Augustus and his Smile, Ruby's Worry, Beegu

Texts:

Narrative – The Three Little Pigs

Recount – Peace at Last

Narrative – The Snowman

Grammar:

Capital letters, finger spaces, full stops.

Materials - Distinguish between an object and the material from which it is made.

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, Waterproof materials - design a waterproof umbrella for Winnie the Pooh.

Seasons - Name and identify the four seasons and when they occur throughout the year.

To observe and describe the weather associated with the seasons and how the length of the day varies.

Use their own observations to describe the changes that take place across the different seasons and create a weather forecast video.

Number and Place Value: Count, read and write numbers within 20, one more and one less, represent numbers using objects and pictures, count forwards and backwards in 10s up to 100, count forwards in 5s up to 50.

Addition and Subtraction: Within 10, Number bonds within 10, One step problems

Fractions: Half of a shape/object, Quarter of a shape/quarter

Measurement: Measure, record and compare lengths and heights, Tell time to the hour, Recognising coins, Days of the week

Geometry: Recognise and name 3D shapes, Position and direction

English

Science

Mathematics

Music

Hey You!

Learn about voices, singing notes of different pitches (high and low).

Learn that they can make different types of sounds with their voices – you can rap or say words in rhythm.

Learn to start and stop singing when following a leader.

UNICEF PSHE RE

Year 1 Autumn 2024-2025

Title: Our Family



Achieving
Excellence
Inspiring
Dreams



Physical Education

Multi-skills: balance on lines with control and use equipment to balance on various parts of body, change direction quickly with some control, co-ordinate body whilst beginning to move with equipment, co-operate and compete within a team.

Fitness: balance on different parts of the body (static and moving), count and record exercises, co-ordinate body while beginning to move with control, understand what is happening to your body when exercising

Ball skills: Catch a ball safely, pass a ball from chest – 'W' shape when passing and receiving, participate in 3v3 small sided games

Yoga: Perform basic poses with some balance, begin to relax the body in rest pose, to try some of the challenge poses and make up a story with poses.

Computing

Online safety – Project Evolve

Health, Well-being and Lifestyle/Online Relationships
Simple Algorithms & Programs
Demonstrate logical thinking to support algorithmic thinking, prediction and debugging.
Encode algorithms to a program to control a floor turtle/beebot.
Activity types are unplugged and physical computing.

Use logical thinking to create algorithms and route-based programs in JitS Turtle.

History

Sequence events in my family timeline.

Understand generations within my family by making a family tree.

Use sources to compare similarities and differences between houses, toys, technology, food and holidays that are within living memory.

Enquiry: use sources to decide whether technology has improved our family life

Geography

Name, locate and identify characteristics of the 4 countries of the UK. Match flags to each country and discuss Union Jack.
Use world maps, atlases and globes to identify countries and continents studied.
Use locational and directional language (e.g. far/near left/right) to describe the location of features and routes on a map of our school playground.

Use aerial photographs to recognise basic human and physical features of our playground.

Use simple fieldwork and observational skills to make a journey stick of Cotteridge Park and then create a simple map of the journey

Art & DT

DT: Design and make a Christmas card, including a slider and lever mechanism.

Art: Create a collage, by selecting and using materials based on their properties. Create their own painted papers to provide the colours or textures they need; cut, tear, roll, scrunch, fold and coil; overlap and overlay and use stitches to add detail to the finished piece.