

Literacy

Book: The Tiger Who Came to tea.

Numeracy

Topics: Addition & subtraction, geometry and place value within 20

Key Skills:

- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs
- Add and subtract one- digit numbers to 10 including 0.
- Solve one step problems which include addition and subtraction.
- Recognise and name 2D and 3D shapes.
- Count to 20, forward and backwards and read and write the numbers in words and numerals.

Ideas: Use of numicon, number lines, Ipad games, dice, dienes cubes

Science

Topic: The Body

Key Skills:

- identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense

Autumn Term 2

Year 1

2020

Art/DT

Topic:

Key Skills:

IVRIT

Topic: Verbs and plural pronouns.

Key Skills: Say words and short phrases / sentences in response to what they see and hear.

Answer simple questions and give basic information.

Use adjectives correctly in sentences.

Use masculine and feminine genders appropriately.

Use new vocabulary through role play.

Understand familiar spoken words and phrases.

Music

Listen to songs, chants and rhymes and begin to clap along to the music

Join in with dancing and ring games

Explore different sounds of instruments through various listening exercises

Explore sounds found in nature and sounds made by animals

Humanities (History/Geography)

Topic: Gunpowder

Key Skills: Chronological understanding. Place known events and objects in chronological order. Find answers to some simple questions about the past from simple sources of information.

PSHE and FBV

Topic: Communication/ keeping safe

Key Skills:

- Recognise and communicate feelings to others
- Learn how to share their views
- Recognise, name and deal with their feelings in a positive way

Computing

Topic: Pictograms

Key Skills:

Collect and record data
Ideas: Carry out a simple experiment and record the date collected in a pictogram.

PE

Topic: Invasion games

Key Skills: Spatial awareness and agility.

Ideas: Team games