Curriculum Overview for Year 1 ~ Autumn Term 2016 (The Wonder of Me!)

Reading

- Be encouraged to link what they read or hear read to their own experiences.
- Recognise and join in with predictable
- Discuss the significance of the title
- Predict what might happen on the basis of what has been read so far.

Writing

- Attempt to spell words phonetically containing each of the 40+ phonemes already taught as appropriate.
- Sit correctly at a table, holding a pencil comfortably and correctly.

English

- Form capital letters and digits 0-9.
- Write sentences by saying out loud what they are going to write about.
- Write sentences by composing a sentence orally before writing it.
- Discuss what they have written with the teacher or other pupils.
- Leave spaces between words.
- Begin to punctuate sentences with a capital letter and a full stop.
- Use a capital letter for names of people, and the personal pronoun

Grammar

- Apply phonic knowledge and skills as the route to decode words.
- Read aloud accurately books that are consistent with their developing phonic knowledge and that do not require them to use other strategies to work out words.

Predictable pattern and language through texts such as 'Monkey Puzzle', 'Funnybones'. Stories with familiar settings relating to own experiences. Labels,

lists and captions.

Role play: Jungle

Number: Place Value

Science

• Identify and name

Plants:

- Count to 20 forwards and backwards from any given number.
- Count, read and write numbers to 20 in numerals and words.
- Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.
- Given a number, identify one more or
- Count in multiples of twos and fives.

Mathematics

Number: Addition and Subtraction

- Recognise and use number bonds and related facts (within 20).
- Add and subtract one digit numbers (to 20) including 0.
- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
- Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.

a variety of common wild

Geometry

- Recognise and name common 2-D and 3-D shapes.
- Describe position, direction and movement (whole, half, quarter and

- three quarter turns).

New beginnings.

PSHE &

- Getting on and falling out.
- Friendship Week in November.

Circle time activities, raising awareness of issues that affect the children and "Friendship Week".

History

- Changes within living memory linked to our work on old toys and life events. Where appropriate, these will be used to reveal aspects of change in national life.
- Learn about the lives of significant individuals in the past who have contributed to national and international
 - Study events beyond living memory such as The Gunpowder Plot and Bonfire Night.

Learn about famous people from the past. Link our work in History to ourselves, toys and Bonfire Night.

Art & Design

- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Portraits and self-portraits. The work of Picasso.

Design & Technology

• Design purposeful, functional, appealing products for

themselves and other users based on design criteria.

• Select from and use a range of tools and equipment to

Select from and use a wide range

Designing and making 'Sock Monkey'.

including construction materials, textiles and

ingredients, according to their characteristics.

of materials and components,

perform practical tasks such as cutting,

shaping, joining and finishing.

Geography

photographs and plan • Use aerial recognise landmarks and perspectives to basic human and physical features; devise a simple map; and use and construct basic symbols in a

Computing

Use Bee-bots to follow routes on picture mats.

implemented as programs on digital devices; and that

programs execute by following precise and unambiguous

Use technology purposefully to create,

organise, store, manipulate and retrieve digital

• Understand what algorithms are; how they are

Use simple fieldwork and observational skills to study the geography of their school and its grounds, and the key human and physical features of its surrounding

Simple maps, our locality and route to school.

Citizenship Music

- Use their voices by singing songs
- and speaking chants and

expressively and creatively

Play tuned and untuned instruments musically.

Rhythm and Pulse **Christmas Production**

Physical

Education

- To create simple To recognise their
 - movement patterns.
- Be physically active for sustained periods of time.
- Have the strength, stamina and suppleness to use a range of fundamental movement skills across a broad range of activities.

Dance and Games.

Religious

Understanding club, school and

belonging to a family, faith including baptism.

Education

Giving gifts linked to Christmas and Hanukkah.

Harvest and Advent as Christian festivals.

Ourselves and our senses.

• Observe closely using simple equipment.

and garden plants, including deciduous and evergreen

• Identify and describe the basic structure of a variety of

• Identify, name, draw and label the basic parts of the

human body and say which part of the body is

associated with each sense. Ask simple questions and

recognise they can be answered in different ways.

common flowering plants, including trees.

Template created by Michael Tidd 2013

Animals, including humans: