

<p><b>Maths:</b>  <u>Geometry and shape</u>  Naming, sorting and identifying 3D shapes.  Shape treasure hunt.  Describing 3D and 2D shapes.  <u>Place value within 10</u>  Identifying and representing numbers using objects and pictorial representations.  Read and write numbers from 1 to 20 in numerals and words.  Counting and recognising numbers 1-20.  <u>Addition and subtraction.</u>  Reading, writing and interpreting mathematical statements involving addition (+), subtraction (-) and equals (=) signs.  Representing and using number bonds and related subtraction facts within 20.  Adding and subtracting one-digit and two-digit numbers to 20, including zero. Solving one-step problems that involve addition and subtraction, using concrete objects and pictorial representations.</p>	<p><b>English:</b>  <u>Stories with predictable phrasing:</u> simple sentences using patterned language - 'We're going on a treasure hunt'.  Writing sentences by saying out loud what they are going to write about.  Writing sentences by composing a sentence orally before writing it.  <u>Handwriting - Following the Penpals handwriting scheme.</u>  Sitting correctly at a table, holding a pencil comfortably and correctly.  Beginning to form lower-case letters in the correct direction, starting and finishing in the right place.  Forming capital letters.  Forming digits 0-9.</p>	<p><b>Science:</b>  <u>Scientific investigations:</u> What makes a good ship?  Children work scientifically, asking questions and performing simple tests to make the 'best' pirate ship.</p> <p><b>PE:</b>  <u>Dance and movement</u>  Performing dances using simple movement patterns.  <u>Real PE scheme</u>  Unit 1 Pirate Adventure / Riding on my bike</p> <p><b>Music:</b>  Hey You! (Autumn 1 Charanga Music Scheme Planning)  Pirate shanties and songs</p>
<p><b>Geography</b>  <u>Locational knowledge</u>  Naming and locating the world's seven continents and five oceans.  Learning the names for the points of a compass - North, South, East and West.  Looking at maps and discussing their uses.</p> <p><b>History:</b>  Finding out about the lives of significant individuals in the past who have contributed to national and international achievements. Comparing aspects of life in different periods.  <u>Examples of some significant historical people:</u> Blackbeard, Anne Bonny, Eric Cobham, Roger Rideout, Isaac Gulliver .  Famous pirates and the history of piracy.</p>	<p style="text-align: center;"><b>Year One - Autumn 2018</b></p> <p style="text-align: center;"><b>Ahoy there me hearties!</b></p> <p><b>Special Events:</b>  Sea Shanty lady  Monday 15<sup>th</sup> October - Pirate dress up day <b>AND</b> visit to Pirates Cove</p> <p><b>Stay and Learn 9am - 9.15am</b>  Friday 14<sup>th</sup> September  Friday 28<sup>th</sup> September  Friday 12<sup>th</sup> October</p>	<p><b>Design and Technology:</b>  <u>Pirate ships</u>  Planning, designing and making 3D models of pirate ships.  Testing in water.</p> <p><b>Jigsaw/PSHE:</b>  Being me in my world.  Class charters and settling in.</p> <p><b>RE:</b> Theme- The Creation Story (Christianity)  Does God want Christians to look after the world?</p> <p><b>Computing:</b>  <u>We are treasure hunters:</u> writing algorithms for programmable toys.  Understanding what algorithms are; how they are implemented as programs on digital devices  Recognise common uses of information technology beyond school.</p>

