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| <p>Maths: <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. <u>Length and Height</u> Measure and begin to record lengths and heights, mass and weight, capacity and volume</p> | <p>English: <u>Stories with predictable phrasing:</u> Beginning to punctuate sentences with capital letters and full stops. Writing words containing the phonic sounds they have been taught. Writing sentences by saying out loud what they are going to write about. Spelling some high frequency words correctly. <u>Reading</u> Answering questions about stories they have been read or read themselves (inference). Use phonic knowledge to read unfamiliar words including alien words. <u>Handwriting - Following the Penpals handwriting scheme.</u> Curly Caterpillar Letters Forming capital letters. Forming digits 0-9.</p> | <p>Design and Technology: Investigating, designing and making bridges and wheeled vehicles. <u>Technical knowledge:</u> Building structures, exploring how they can be made stronger, stiffer and more stable. <u>Technical knowledge:</u> Explore and use mechanisms in their products.</p> <p>Art and Design: Using a range of materials creatively to make transport and bridges.</p> <p>Music: Charanga Music Scheme - Rhythm and the way we walk/Banana Rap</p> <p>PE Real PE Scheme - Moon adventure and Monkey Says Game. Developing balance, agility and co-ordination, and begin to apply these in a range of activities.</p> |
| <p>Computing: We are TV chefs Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school. Use logical reasoning to predict the behaviour of simple programs.</p> | <p style="text-align: center;">Year One - Autumn 2019</p>  | <p>Special Events: Weds 31st October - Bring a wheeled toy to school Fri 23rd November - Make a wheeled wonder event at 2.15pm</p> <p>Stay and Learn 9am - 9.15am Friday 9th November- A look at your child's books. Friday 23rd November - Wheeled wonder event at 2.15pm Friday 7th December - TBC Friday 21st December - TBC</p> |
| <p>History: Finding out about significant historical people and places linked to transport and bridge building.</p> | | |
| <p>Jigsaw/PSHE: Celebrating difference</p> <p>RE: Theme- The Christmas Story (Christianity) What gift would I have given to Jesus if he had been born in my town and not in Bethlehem?</p> | | |