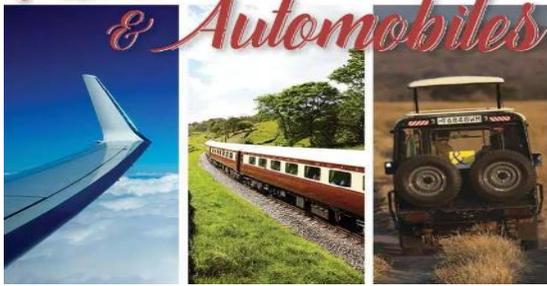


<p><b>Maths:</b></p> <p><u>Geometry and shape</u>  Naming, sorting and identifying 3D shapes.  Shape treasure hunt.  Describing 3D and 2D shapes.</p> <p><u>Addition and subtraction (within 10):</u>  Reading, writing and interpreting mathematical statements involving addition (+), subtraction (-) and 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><u>Place value within 20</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.</p>	<p><b>English:</b></p> <p><b>The Naughty Bus by Claudia Oke</b></p> <p><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 in particular the words with, all, we, are, the.</p> <p><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 linked to RWI phonics</p> <p><u>Handwriting – Following the Penpals handwriting scheme.</u>  Long Ladder Letter Family  Forming capital letters.  Forming digits 0-9.</p>	<p><b>Science:</b></p> <p><u>Scientific investigations:</u>  Children will follow instructions to perform simple science experiments that focus on skills such as performing simple tests, gathering and recording data.  For example children will make a glider and test how well it flies, make a car and test how far it moves, make a rocket mouse and measure how high it goes using different materials, make a balloon car and measure the distance it moves..</p>
<p><b>Recovery Curriculum:</b></p> <p><u>Compassion</u>  Children will talk about and find out about what makes a good friend and how we should treat our friends.  Children will talk about and learn about kindness. What it means to be kind and how we can show it.  Children will talk about and learn about empathy. They will find out about why it is important.</p>	<p><b>Year One – Autumn 2020</b></p> <p><i>Planes, Trains, &amp; Automobiles</i></p> 	<p><b>Design and Technology:</b>  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><b>Art and Design:</b>  Using a range of materials creatively to make transport and bridges.</p>

<p>Children will learn about compassion through shared stories and what compassion looks like in everyday life. Children will also learn about self-compassion and how we should be kind to ourselves as well as others. There will be links to compassion at Christmas and how we can show kindness, compassion and empathy over the Christmas period.</p>	<p><b>Special Events:</b> Friday 6<sup>th</sup> November – Bring a wheeled toy to school</p> <p><b>Stay and Learn - Online</b> Friday 20<sup>th</sup> November- Read Write Inc Phonics</p>	<p><b>Music:</b> Charanga Music Scheme - Rhythm and the way we walk/Banana Rap</p> <p><b>PE</b> Mastering basic movements including throwing and catching. Children will use a range of resources on a rotation to practice throwing and catching skills including beanbags, balls and hoops.</p>
<p><b>Jigsaw/PSHE:</b> Celebrating difference</p> <p><b>RE:</b> 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>	<p><b>Computing:</b> 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><b>History:</b> Finding out about significant historical people and places linked to transport and bridge building including the first flight (Wright Brothers), Steam trains and bridges (Isambard Kingdom Brunel) and cars (Henry Ford)  The history topic also links to our value: Aspirations</p>