

English

- Make predictions based on what we know.
- Use prefixes and suffixes in our writing.
- Draw a setting based on visualization.
- Write setting descriptions.
- Use inference skills to create characters
- Create poetry.
- Postcard and letter writing.

Maths

- To represent and use number bonds to 10.
- To add and subtract one-digit numbers within 10.
- To solve one-step problems that involve addition and subtraction.
- To be able to recognise and name common 2D and 3D shapes.
- To create patterns with 2D and 3D shapes.

Geography

- To identify and name the world's seven continents
- To identify and name the world's five oceans
- To identify the four countries of the UK and their capital cities on a map, atlas or globe.
- To identify features on a UK map and recognise the meaning of a key on a map
- To identify weather patterns in the UK and locations of hot and cold area.
- To describe how physical processes can affect an area.

Autumn 2- Year 1

United Kingdom



Science

- To identify and name the four seasons
- To recognise what changes the seasons bring
- To describe the different weather patterns that happens across the seasons
- To identify that days get shorter and longer across seasons
- To compare seasons and describe how humans may adapt to the different seasons
- To make relevant observations in familiar contexts such as from an investigation.

PSHCE

- To identify similarities between me and my peers.
- To identify differences between me and my peers.
- To understand what bullying is and who to talk to if I am unhappy or being bullied.
- To know how to make new friends and identify differences between us.

RE

- Know and recall the Christmas Story.
- Understand why Christians believe Jesus was a gift.
- Know how it feels to give and receive gifts.

Computing

- To understand that data can be represented in picture format.
- To contribute to a class pictogram.
- To use a pictogram to record the results of an experiment.
- To compare the effects of adhering strictly to instructions to completing tasks without complete instructions.
 - To follow and create simple instructions on the computer.
 - To consider how the order of instructions affects the result.

Design and Technology

- To understand what a free standing structure is and identify them in our school grounds
- To design our free standing structure
- To make our free standing structure
- To evaluate our free standing structure

PE

- To develop control and co-ordination when dribbling a ball with hands.
- To explore accuracy when rolling a ball.
- To explore throwing with accuracy.
- To explore catching with two hands.
- To explore control and co-ordination when dribbling a ball with feet.

Music

- To improvise to a medley of songs.
- To perform two songs using a Glockenspiel and learnt notes.
- To identify high and low notes.
- To identify long and short notes.