YEAR 1 CURRICULUM OVERVIEW

AUTUMN 2 TERM

SUBJECT	WHAT WE WILL BE LEARNING
English	**Our class books will be *'The Storm Whale' by Benji Davis, 'The Owl and the Pussycat' by Edward Lear and 'The Boy who Cried Wolf' by Aesop's Fables.* We will be:** • Using the question words to help determine what type of information to retrieve • Inferring characters' thoughts and feelings • Identifying nouns and adjectives • Retrieving evidence to support a statement • Making an inference based on what we know • Using adjectives to describe settings • Sequencing sentences to say a story • Planning a narrative • Saying sentences aloud • Re-reading sentences to ensure they make sense
Maths	• Parts and wholes • How to write a calculation • Fact families • Number bonds to 10 • Systematic number bonds • Adding together • Addition problems • Finding a part • Subtraction by finding a part • Subtraction by crossing out • Subtraction on a number line • How to recognise and name 2D and 3D shapes
Science	Plants including trees • Identify and name common wild and garden plants. • Identify and describe the basic structure of flowering plants, including roots, stems, leaves and flowers. • Observe and compare different plants. • Recognise and name common trees. • Identify the basic differences between deciduous and evergreen trees. Animals including humans • Identify and name common animals. • Group animals into mammals, birds, fish, reptiles and amphibians.

SUBJECT	WHAT WE WILL BE LEARNING
	• Identify carnivores, herbivores and omnivores. • Identify and name basic parts of the human body. • Understand the five senses and the body parts associated with them.
History	• Understand the concept of the past and present. • Explore personal history and how we have changed over time. • Sequence events in chronological order. • Use vocabulary such as past, present, old, new, before and after. • Explore how we find out about the past using photographs, objects and memories. • Explore what everyday life was like in the 1950s. • Compare homes, schools, transport and entertainment from the past and present. • Identify similarities and differences between life then and now. • Explore how technology and inventions have changed people's lives. • Use photographs, objects and other historical sources to investigate the past.
Geography	**What is the weather like in the UK?** • Identify the four countries of the United Kingdom. • Locate the UK on a world map. • Recognise and describe different types of weather. • Understand that weather changes throughout the year. • Observe and record daily weather patterns. • Compare weather conditions in different parts of the UK.
PSHE	**Celebrating Difference** • Recognise and celebrate similarities and differences. • Understand that everyone is unique and special. • Identify and challenge unkind behaviour. • Understand the importance of kindness and respect. • Recognise how to include others. • Celebrate different families and relationships.
Religious Education (RE)	**Christianity – Creation** • Explore the Christian belief that God created the world. • Listen to and retell the Creation story. • Identify things Christians believe God created. • Discuss how people care for the world. • Reflect on what makes the world special.

SUBJECT	WHAT WE WILL BE LEARNING
French	**Traditional Nursery Rhymes** • Learn and recite a range of traditional nursery rhymes. • Develop familiarity with well-known rhymes and songs. • Recognise repeated words, phrases and patterns. • Explore rhyme, rhythm and repetition. • Perform nursery rhymes with increasing confidence.
P.E	• Exploring pirate inspired games • Creating dance moves inspired by sea shanties • Staying safe near water.
Music	• About sea shanties • How to compose and play music inspired by storms and pirate journeys across the sea • How to prepare for a musical performance
Art	
Computing	• What command buttons do floor robots have? • How do I make instructions that are easy to follow? • • How do I combine forwards and backwards commands to make a sequence? • What four direction commands could you use to make a sequence? • How do you debug a programme? • Is there always a right and a wrong way to solve a problem?