

English

- Orally re-tell a range of different stories.
- Sequence key events of a story.
- Recognise a story has a beginning, middle and end.
- Identify and describe key events in a story.
- Create meaningful sentences.
- Write own stories based on a familiar story they know
- Recognise and identify key features in non-fiction writing.
- Use existing non-fiction texts to create their own non-fiction writing based on a topic.

History

Topic : London's Burning!

Why did the fire of London burn down so many houses?

- Understand that the Great Fire of London is a national significant event.
- Explore by looking at pictures and asking questions.
- Order events.
- Use vocabulary associated with the passing of time.
- Recognise Bonfire Night is remembered because of past events.

The Big Question

Why did the Fire of London spread so quickly?

Home Sweet Home

Year 1

Autumn Term

DISCOVER



Science

Topic : Mighty Materials

Which materials work well in building a house?

- Describe the simple physical properties of a variety of everyday materials.
 - Compare and group together a variety of everyday materials on the basis of their simple physical properties.
 - Distinguish between an object and the material from which it is made.
 - Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.
- Observe changes across the four seasons
- Observe and describe weather associated with the seasons and how day length varies.

Technology and Design

Topic : Happy Houses

How do you make a house strong?

- Research, investigate and collect ideas about different types of houses and buildings.
- Plan and design how to build a model house.
- Create and make a model house out of everyday objects.
- Evaluate the finished house against the original design and consider how the design might be changed if being made again in the future.

Music

- Respond to different moods in music.
- Decide whether they like or dislike a piece of music.
- Use both voice and instruments to make different sounds.
- Make a sequence of sounds.
- Choose sounds to represent different things.
- Perform in different ways using instruments and voice.
- Clap short rhythmic patterns.
- Repeat short rhythmic and melodic patterns.
- Follow instructions about when to play and sing.
- Listen to the pulse in music.
- Copy the rhythm in songs.
- Recognise the structure of the rhythm.

Computing

- Sort items using a range of grouping criteria.
- Understand that data can be represented in picture format.
- Contribute to a class pictogram.
- Use a pictogram to record the results of an experiment.
- Emphasise the importance of following instructions.
- Follow and create simple instructions on the computer.
- Consider how the order of instructions affects the result.

PSHE

Physical Health

- Know different ways to keep healthy; physical activities and good hygiene.
- Recognise the people who help us stay physically healthy.

Mental Health

- Explore and recognise different feelings that humans can experience.
- Understand and recognise how yourself and others might be feeling.

Keeping Safe

- Understand how to keep safe in everyday life.
- Recognise the people whose job it is to help us keep safe.
- Know what to do and how to get help in an emergency.

Year 1

Autumn Term

R.E.

God's Great Plan

- Talk about the beauty of God's world.
- Ask questions about God's world.
- Know the story of Creation.
- Talk about the meaning of the story of Creation.
- Reflect on the knowledge that God made us because He loves us.
- Know the story of Adam and Eve.
- Recognise that as God's creation we have a responsibility to look after God's world.

Mary our Mother

- Know and ask questions about the stories of the Annunciation and Visitation.
- Know what a message is and the importance of being trustworthy.
- Understand how we prepare for Christmas and the Birth of Jesus.
- Recognise and describe signs and symbols relating to Advent and Christmas.
- Know and retell the Nativity Story.

Maths

- Number: Place Value within 10.
- Number: Addition and Subtraction within 10.
- Geometry: Shape.
- Number: Place Value within 20.

P.E.

Games – Penguins, Possums and Pigs

- Develop running, hopping, skipping and galloping skills.
- Explore different ways of rolling and throwing a beanbag and ball.
- Control direction of throw and roll; aiming at various targets.
- Recognise how their body feels before, after and during activities.

Dance – Fire! Fire!

- Copy and explore basic body actions and moves.
- Create simple movements and patterns
- Explore moods, ideas and feeling through movements.
- Create own simple dance phrases linked to fire.