Autumn One in Year 1

English

Short burst writing

Poetry using the senses – 10 things you can do with a rainbow

Monkey See, Monkey Do – a losing tale with a focus on descriptive writing

Ongoing:
*Daily phonics
*Daily reading
*Speaking and listening activities
*Handwriting
*Spelling

We are reading...

We will be reading a variety of fiction, non-fiction and poetry texts as part of our daily enjoyment.

Each week we will have 'Book Club' where we talk about books we like to read and share suggestions with friends.

Maths

- Place value (within 10)
  - Counting forwards and backwards
  - Finding one more and one less
- Addition and subtraction (within 10)
  - Writing number sentences
  - Number bonds to 10

Science

Animals, including humans
- Naming and labelling the human body
- Discussing how we can keep our bodies healthy
- Naming the 5 senses and making links to their relevant body parts
- Investigating and predicting skills

Art & DT

Self-portraits: drawing
· Develop our sketching skills.
· Work with graded pencils and coloured pencils.
· Draw lines of different sizes and thickness.
· Show pattern by adding dots and lines.
· Show different tones and shades by using a pencil in a range of ways.

Sewing:
- Exploring joining techniques
- Designing and making using a running stitch

RE

- Belonging
  - Finding out about religions people belong to

- What is Hanukkah and how is it celebrated?

- What is Diwali and how is it celebrated?

History

How did framework knitting change Keyworth?
*What was Keyworth like in the past?
*What changed and why?
*What was framework knitting?
*How did Keyworth people's lives change?
*What clues in Keyworth can we see today that framework knitting existed?

We are hoping to visit a museum to enhance this trip, More details to follow.

Music

Menu Song – cumulative song

- Listening songs
- Moving to time

PSHCE

Being me in my world
- Feeling special and safe
- Belonging
- Making our class a safe space
- Feeling proud
- Consequences
- Creating a learning charter

Computing

iProgram
- Programming toys to move
- Planning, testing and debugging a sequence of instructions
- Programming virtual toys
- Recording instructions and programming objects to move to specific locations

PE

Exploring the fundamental skills of balancing, running, changing direction, jumping, hopping and skipping.

Ball skills – exploring throwing and catching, rolling, hitting a target and dribbling.