

### LITERACY

- Stories– Traditional tales, stories about feelings.
- Non fiction books about ‘Ourselves’ and recipes– healthy eating and links to DT.
- Lists of ingredients.
- Letters to/from characters in stories.
- Performing Pie Corbett version of The Gingerbread Man (link to Harvest concert).
- Roleplay/Hot seating.
- Poems linked to ‘Ourselves’ and ‘Seasons’.

### ART

- Drawing and painting self portraits.
  - Exploring media and techniques.
  - Exploring colour-primary/secondary, temperature, mood.
  - Sketching/printing vegetables (Harvest).
  - Paint programs and iPad brush app.
- Article 13– the right to express yourself.*

### RE

- Introduction to Christianity. *Article 14– the right to explore religions.*
- Features of a Christian church.

### MUSIC

- Charanga music block ‘Hey You!’
- Introduction to playing the recorder and glockenspiel.
- Learning and performing new songs (Autumn concert). *Article 29– the right to develop talents and abilities..*

### HISTORY

- Changes in own lives-Birth to Year1. *Article 8- the right to an identity.*
- Create a simple timeline.
- Childhood comparisons past and present e.g. school/home life.
- Introduction to some historical vocabulary e.g. ‘A long time ago’,

## Year One Childhood/ Ourselves Autumn

### MATHEMATICS

- Number recognition and accurate counting.
- Ordering numbers.
- Writing numbers.
- Measuring and ordering height/feet/hands.
- Collecting data and displaying on pictographs-hair/eye colour etc.
- Simple addition and subtraction.
- 2D and 3D shape.

### DESIGN AND TECHNOLOGY

- Designing and making a healthy vegetable soup.
- Recognising healthy foods and where food comes from. *Article 24– the right to nutritious food.*

### SCIENCE

- Human life cycle.
- Naming, labelling and drawing body parts.
- The senses.
- Individual differences-looking at similarities and difference eg.appearance, likes/dislikes, personality, strengths etc.
- Harvest and where foods comes from.
- Pets. Sorting animals into categories such as mammals/reptiles etc.
- The seasons, change and weather.

### GEOGRAPHY

- Our local area– using aerial photographs.
- School and home– maps and locations.
- Locational and directional language.

### COMPUTING

- Logging on and off.
- Improving accuracy of mouse skills.
- Use RM Starting graph to create a pictograph.
- Use I-Pads to take photographs using both camera angles.
- Explore a range of apps.
- 2Simple programs to draw and type.

### PE

- Games module– Rollaball
- Team games skills such as attacking and defending and point scoring.
- Movement and getting used to different equipment. *Article 24– the right to be fit and healthy.*