

ANDREWS' ENDOWED CHURCH OF ENGLAND PRIMARY SCHOOL

AUTUMN 2

'Splendid Seasons' OUTLINE OF WORK

YEAR: 1

ENGLISH

Reading:

- Apply phonic knowledge & skills as the route to decode words
- Read accurately by blending sounds in unfamiliar words
- Read common exception words
- Participate in discussion about what is read to them, taking turns and listening to what others say
- Recall the main points of a narrative in the correct sequence

Writing:

- Write a simple sentence starting with a personal pronoun
- Use -ed where no change is needed to the spelling of root words
- Sequence sentences to form short narratives
- Re-read what they have written to check that it makes sense
- Handwriting: form digits, capital letters & understand handwriting 'families'

SCIENCE

Seasonal changes:

- To observe changes across the 4 seasons
- To observe and describe weather associated with the seasons and how day length varies

HISTORY

- To observe changes in time
- To learn about how our school has changed over the last 300 years.

MATHEMATICS

Number and place value:

- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- given a number, identify one more and one less
- identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least
- read and write numbers from 1 to 20 in numerals and words

Addition and subtraction:

- read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs
- subtracting 1 digit numbers

Geometry:

- Recognise and name common 2-D shapes including squares and circles
- Recognise and name common 3-D shapes including cuboids, cubes, pyramids and spheres.



RE

- Incarnation - Why does Christmas matter to Christians?

PSHE

- How do we decide how to behave?

PE

- Gymnastics – shapes
- Invasion games

MUSIC

- Exploring sounds

FRENCH

C'est moi!

- Talking about ourselves: our names, ages (numbers 1-10), where we live and how we're feeling.

COMPUTING

- To create and debug simple programs

ART

- To use drawing and painting to develop and share their ideas, experiences and imagination
- To learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to our own work.