

## English

Re-telling narratives in order, recognising and joining in with predictable and repetitive phrases.

Write simple sentences to re-tell narratives.

Say a sentence aloud before writing it.

Write a sentence with capital letter, finger spaces and full stop.

Poetry - Learn poems and recite from memory. Write a poem following a repetitive pattern.

## Maths

Number and place value - counting forwards and backwards. Reading and writing numbers in words and numerals. Identifying 1 more and 1 less. Identifying, representing and counting using objects pictorial representations and number lines. Using language equal to, more than, less than, fewer, most and least.

Addition and subtraction- know and use number bonds within 10. Read, write and understand statements with + addition - subtraction = equals sign. Solve problems using objects or pictures to help.

2D and 3D shape - Recognise and name common 2D and 3D shapes.

## Science

Identify, name, draw and label the main body parts (including head, neck, arms, elbows, legs, knees, face, ears, eyes, hair, mouth, teeth).

Work scientifically to investigate using their senses to compare different textures, sounds and smells.

Say which body part is associated with each sense. Sort animals into groups depending upon where they live.

Identify what types of animals are 'pets.'  
Learn about how we care for our pets.

Observe and talk about changes from seasons - Summer to Autumn.

## Key Texts

The smartest giant in town, Hamiltons Hat, The Mixed up Chameleon, We're going on a Leaf Hunt, A Key to the Past

## Enhancements

Role play area - health centre

Construction-photos of Ryhope and Sunderland

Local walk to look at health centre, churches, monuments

Highlight road safety

## Art

Show patterns and textures in their drawings.

Mix primary colours to make secondary colours.

Learning how to use resources appropriately.

## DT

Use a range of natural materials creatively to design and make art sculptures using the work of 'Andy Goldsworthy' and text 'The Leaf Man' and the sculptures by Antony Gormley and Ray Lonsdale

## Geography

Identify features that are near / close to the school and those further away.

Name human features of Sunderland-beach, city, village, harbour, port

Find out about Ryhope using different sources of information (maps, internet, fieldwork, google maps, street view, aerial photos)

Describe features of Ryhope.

Follow a simple route on a map. Devise their own map of Ryhope.

Locate where they live on a map of the UK.

Say what they like and don't like about Ryhope.

# What do we know About where we live? Year 1 - Autumn 1



## Computing

Log on and shut down the computer and select a programme independently.

Locate features of the local area on Google maps.

Use an algorithm to programme a bee bot to follow a simple route.

## PSED

Circle time activities

Listening skills

SEAL-New beginnings

5 R's

## History

Understanding what is meant by 'the past'

Learn common words and phrases related to the past: yesterday, last month, last year, ages ago, long ago

Talking about memories of own life - looking at baby photos and how we have changed.

Finding out about our family members and what they looked like when they were young.

## PE

Gymnastics-

Remember, repeat and link combinations of gymnastic actions, body shapes and balances with control and precision.

## RE

Identify and talk about features of a church.

Understand reasons why people go to church.

## Music

Using voices expressively

Exploring percussion instruments

Use beat and rhythms to accompany songs and poems.