

English

- To read a range of fiction and non-fiction texts with growing accuracy and fluency.
- To discuss books and answer questions about the text.
- To write for a range of purposes using a range of books as inspiration for writing, with a focus on books about Toys.
- To use a range of punctuation: capital letters, full stops, question and exclamation marks.
- To spell high frequency words and apply phonic patterns accurately in writing.
- To form lower-case letters in the correct direction—starting to teach cursive handwriting.



Geography: Seasonal Changes

- To learn to observe and discuss seasonal weather changes.



History: The History of Toys

- To use common words and phrases about the passing of time.
- To learn to put people and events in chronological order.
- To identify similarities and differences between toys, then and now.
- To learn to ask and answer questions about an artefact.
- To explain similarities and differences between the ways children played, in different times.
- To learn to find answers to simple and some more complicated questions about the past using books and images.



Religious Education: Understanding Christianity. Who made the World

- Why is the word 'God' so important to Christians?
- Who made the world?
- What do Christians learn from the Creation story?
- Creation and science: conflicting or complementary?

How and why do we celebrate special and sacred times.

- Which times are special and why?
- Why are festivals important to religious communities?
- Is it better to express your beliefs in arts and architecture or in charity and generosity?
- How can people express the spiritual through the arts?

Maths

- To read and write numbers to 100.
- To count forwards and backwards up to 100.
- To use number bonds to 20.
- To recognise coins and solve one step money problems
- To learn to count in twos, fives and tens.
- To recognise and name common 2D shapes.
- To compare lengths and heights, for example longer/shorter.
- To measure and begin to record lengths and heights
- To tell the time to the hour using an analogue clock.



Science: Materials of toys

- To recognise and name common materials of toys.
- To compare materials by their properties.
- To learn to identify and compare the suitability of materials for different toys.
- To investigate whether solid materials can change shape.
- To learn to make predictions.
- To conduct a fair test.

Materials

Design and Technology: Mechanisms

- To identify the moving parts in a selection of toys, with a focus on wheels.
- To design and make a toy with at least two axles (4 wheels), using a range of suitable joining techniques.
- To learn to use a range of tools safely.
- To learn to evaluate and make suitable adaptations to the model as needed.



Year 1 Autumn Term Toys!

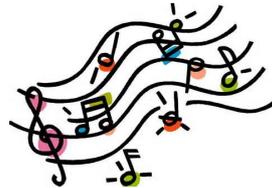


ICT: We are Treasure Hunters— Programming.

- To use a range of tools in a paint program to mix colour and create pictures and repeating patterns, with a focus on 'Pinocchio'.
- To plan and take digital images considering framing of the image.
- To create sounds, narration and music, re-recording to improve them where necessary.
- To write sentences with a word processing program using shift and caps lock for capitals and changing the font style, size and colour.
- To retrieve their documents and edit and add to them using arrow keys to move around text and backspace and

Music

Music we will be following the Charanga music scheme.



Jigsaw - Being me in my world.

This will be taught by Mrs Rogers on a Monday afternoon.



Physical Education

Games

To throw and catch in different ways when standing still and moving.
To and apply skills to make games.

Dance

To make rounded, wide and thin shapes with their bodies
To move in different directions, high and low.

Gymnastics

To travel confidently and competently on different parts of the body.
To hold still balances and link them together.

