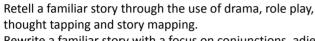
Year 1 Autumn 2: Incredible Inventors

Curriculum connections





English

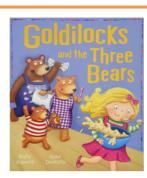


Rewrite a familiar story with a focus on conjunctions, adjectives. capital letters and full stops.

Write a letter from Goldilocks apologising for breaking the chair with a focus on a letter format.

Create a fact file about Thomas Edison or Alexander Graham Bell using technical language.

Use RWI sounds to segment and blend new and unknown words. Increase legibility, consistency and quality of handwriting. Learn age appropriate spelling rules: split digraphs, double consonants, compound and multi-syllabic words and adding -ing and -ed.





Maths

Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.

Read and write number names, in words, to 20.

Begin to recognise place value in numbers beyond 20 by reading, writing, counting and comparing numbers up to 100, supported by objects and pictorial representations.

Read, write and interpret mathematical statements involving addition (+) and equals (=) signs.

Add one-digit and two-digit numbers to 20, including zero. Solve one-step problems that involve addition using concrete objects and pictorial representations, and missing numbers problems such as 7 = 0 + 3.

Tell the time to the hour and draw the hands on a clock face to show these times.



History

Inventions that changed our lives

Understand why people become inventors. Know how inventions have affected our lives.

Know how inventions have been improved and developed over

Research significant inventors Thomas Edison and Alexander Graham Bell.

Compare the inventions of the telephone and the television. Explore and research how the Tube has helped Londoners.



D&T

Free standing structures: A chair for Ted the Teddy

Plan, make and evaluate a chair to take the weight of a toy bear.

Understand what a free standing structure is.

Explore freestanding structures in our local environment.

Explore making free standing structures.

Incorporate different structures into a design.

Use practical skills to create a structure.

Evaluate the final product.







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Science

Animals

Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.

Identify and name a variety of common animals found around school.

Compare animals seen in different parts of the world and during different weather.

Recognise simple patterns in data and use it to answer questions.

Seasonal change

Observe and describe weather associated with the seasons and how day length varies.



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RE



Christianity

To explore answers to: How do Christians remember Jesus at Christmas?

Identify some ways in which people celebrate.

Know what Christians say happened when Jesus was born.

Identify and talk about things in a church that some Christians use at Christmas.

Talk about things some Christians do to remember Jesus at Christmas. Know why Christians say that Jesus is like a light for Christians.



Computing

Algorithms unplugged

Relate algorithms, decomposition and debugging to familiar contexts e.g. dressing up and making a sandwich. Online safety:

Learn how to manage feelings and emotions when something has upset us online.

Explore the idea of a 'digital footprint'.



PF

Locomotion

Recap jumping in different directions, at different speeds and different levels. Understand when. where and why we

jump. Ball skills

Develop dribbling skills and explore different ways of passing the ball to a partner.



Music

Accompanying songs about travel and machines with instruments and body percussion

Listen with concentration to longer pieces of music.

Follow instruction for how to play percussion instruments to accompany songs.

Sing in tune and expressively. Use body and vocal percussion. Control long and short sounds on instruments to create sound effects.



PSHF

Celebrating difference

Identify similarities and differences between people in my class. Understand bullying and know how to deal with it. Trusted adults.

Make new friends.

Celebrate differences in everyone.



Spanish

Canciones y juegos

Songs and games Listen and respond to a well-known Spanish song. Extend knowledge of numbers to 20 and play familiar playground games. Talk about favourite games.