

Kirkham Grammar Junior, Infant and Pre-School
Autumn Term

I3 Curriculum Overview

English

Pupils will study the fiction texts *Silly Billy* and *Operation Night Monster*. We will discuss the characters' emotions and make inferences about the story lines. Pupils will learn to sequence their own tale, and build their own story using basic paragraphing. Pupils will also study a range of poetry by finding and using rhyme, rhythm and repetition. Pupils will be able to create their own poems and recite them off by heart. In our non-fiction unit, pupils will be answering the question 'Could you keep an orangutan for a pet?'. Pupils will learn to research information using an information text and highlight key details. All units will build speaking and listening skills through a range of drama and social structures. Grammar lessons will focus on sentence structure, and ensuring that correct punctuation is used. Individual spelling patterns will be covered each week, with a focus on suffixes such as -es, -ing and -ed. Spelling tests will take place on a Friday.

Mathematics

In Power Maths pupils will study numbers to 100, ensuring they develop confidence with both mental and written methods of addition and subtraction. Pupils will build fluency, problem solving and reasoning skills through studying numbers to 100 through various angles, developing a breadth and depth of understanding. Pupils will also learn the value of British money and begin to solve problems adding money and finding the change. Pupils will be introduced to Times Tables Rock Stars and begin to understand links between groups, arrays and multiplication. Pupils will continue their Doodle Maths learning in mental mathematics lessons.

Science

Our Local Environment: Pupils will begin to explore School premises, finding examples of habitats and micro-habitats within. We will be working scientifically as we classify animals, investigate our surroundings and compare habitats. Material Monsters: Pupils will investigate the suitability of materials for purpose. Pupils will find out how the shape of some solid objects can change by squashing, stretching and bending them. We will be working scientifically by performing simple tests, observing changes and gathering data.

History

The pupils will study various significant individuals from the past; these include Neil Armstrong, Christopher Columbus, Grace Darling and Queen Victoria. Pupils will learn why these individuals are significant and the legacy they have left behind. Pupils will develop their understanding of historical vocabulary and concepts such as chronology and artefacts.

Geography

In Geography pupils will study the United Kingdom. They will learn which four countries make up the United Kingdom and some of the cities within. Pupils will use maps to locate and label places. Pupils will also develop their understanding of geographical vocabulary and concepts such as archipelago and physical geography.

Computing

Programming: Pupils will learn to create their own spaced-themed program with input and output instructions. Pupils will learn to debug their creations and use repetition to perfect their programs. Working out rules: Pupils will create games using logical sequencing. They will also create instructions for playing games, thinking strategically about their games and the objectives.

Religious Education

Leaders and Teachers: Pupils will discuss leaders in schools, and the community. We will discuss the qualities of a good leader and how we can aspire to lead each other positively. Christmas Celebrations: Pupils will narrate the Christian story of Christmas and learn how Christians celebrate Christmas around the world.

Design Technology

Woodwork: pupils will create their own bug hotels using a range of materials. Pupils will learn more about the design process by drawing, creating, evaluating and reflecting upon their work.

Art

Portraits: Pupils will learn how artists reflect emotion and meaning through their works of art. We will study the art of Andy Warhol, Rembrandt, Michaelangelo, Leonardo Da Vinci and Thomas Gainsborough. Pupils will create their own art in the style of Warhol and Gainsborough.

Music

The pupils will learn some traditional Ghanaian call and response songs, and will recognise simple notation, composing animal-based call and response rhythms. They will continue to build on their knowledge of the interrelated dimensions of music: pulse, pitch, duration, dynamics, tempo, timbre, texture, structure, and musical notation. The pupils will also learn new songs and develop singing techniques and performance skills in preparation for the Harvest Festival and Christmas play.

**Personal, Social, Health and Economic Education
including Relationship and Sex Education**

Being Me in My World: Pupils will discuss how they feel about the new school year and how to respect the emotions of others. Pupils will discuss taking ownership of their learning and how to move through the academic year positively. Celebrating Difference: Pupils will discuss how everyone is different, and how to show kindness to all. Pupils will discuss how to resolve problems and give compliments to others.

Spanish

This term in Spanish we will be focussing on introducing ourselves and using Spanish greetings. We will also be learning more advanced classroom language that we will build upon from last year. Towards the end of the half term we will be learning how to express our feelings in Spanish, and learning more about the culture of the Spanish-speaking world. We will be focussing on the skills of speaking and listening.

Physical Education and Games

Fundamental Movement Skills – developing agility, coordination and balance. Dance - creating routines while working on cooperation with others, mirroring and dancing in a group. Tag Rugby – improving basic ball skills and learning to understand basic rules of the game. Indoor Athletics – developing physical, health-related fitness, including jumping, running and throwing. Gymnastics - travelling straight, zigzag and curving using agility, balance and coordination. Football – improving basic skills and understanding of the game.