

Year 1 Autumn Term Overview

Topic:	Autumn 1: Get Out of my Swamp	Autumn 2: Flight
PSHE:	Keeping/ Staying Safe Road Safety	Relationships Friendship
	Keeping/ Staying Healthy Washing Hands	
English:	 Goldilocks: Wanted posters, letters, retellings from another point of view, lists of rules, character descriptions Jim and The Beanstalk: Narrative retellings (including dialogue), thought bubbles, informal letters 	 Sidney Stella and the Moon: Fact files about the moon, 'Lost' posters, labels, glossaries Beegu: Own version 'alien' narratives. Descriptions, commands, letters, nonsense-word dictionary, poems, non-fiction reports (Astro Girl if time/as class story)
	(Additional activities from English Quest) Write a fact file for a swamp. Describe a fairy tale character. Read and re-tell traditional fairy tales. Read and write stories/poems with predictable patterns e.g. 'Each Peach Pear Plum'. Write instructions for making gingerbread men.	(Additional activities from English Quest) Write messages to attach to balloons. Create diary entries about a hot air balloon ride. Create fact files about topical figures. Write postcards from a holiday destination.
Maths:	Place Value (within 10) Counting to and across 10, forwards and backwards, beginning with 0 or 1, or from any given	Addition & Subtraction (within 10) Understanding and using the mathematical symbols +, - and = in a number sentence?
	number? Counting, reading and writing numbers to 10 in numerals? Counting in multiples of twos, fives and tens? Identifying one more or less than a given number? Identifying and representing numbers using objects and pictorial representations including the	Geometry: Shape Recognising and naming common 2-D shapes e.g. rectangles, squares, circles and triangles? Recognising and naming some 3-D shapes e.g. cuboids and cubes, pyramids and spheres?
	number line, and use the language of: equal to, more than, less than (fewer), most, least?	Place Value (within 20) Counting to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number? Counting, reading and writing numbers to 20 in numerals? Counting in multiples of twos, fives and tens? Identifying one more or less than a given number? Identifying and representing numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least? Reading and writing numbers from 1 to 20 in numerals and words?
Science:	Everyday Materials - Distinguish between an object and the material from which it is made - Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock - Describe the simple physical properties of a variety of everyday materials - Compare and group together a variety of everyday materials on the basis of their simple physical properties	
	- How a hot air balloon works. -Experiments using materials-houses for the three little pigs/castles/home for Beegu	
History:	Identify features of a historical castle.	Research and present information based on the first ever flight. Learn about significant figures in the history of flight such as Sir Frank Whittle and The Wright Brothers.
Geography:	- Discuss what a map is and why we need them. Make a simple map of the settings in Shrek. Identify features of the local area. Take photos of different types of buildings and compare the local area to the fairy tale world in Shrek. Draw pictures and label features of the local area.	Learn about the migration of birds and map out migration patterns. Locate popular flight destinations a map.
	 Use geographical language such as near, far, next to, beside, to describe the positions of objects and places in relation to others. Know how to create a visual map of a journey. Compare contrasting settings using appropriate vocabulary. 	Use atlases and maps to locate countries around the world.
DT:	Find out how gingerbread men are made. Bake and decorate gingerbread men. Create a silhouette	Use papier-mâché techniques to create and decorate their own hot air balloons. Use junk

	picture of a fairy tale castle.	modelling to create their own rocket ships.
	Food - Fruit and vegetables	Mechanisms - Making a moving story book
Computing:	Computing systems and networks – Technology around us	Creating media – Digital painting
	To identify: - technology - a computer and its main parts To use: - a mouse in different ways - a keyboard to type on a computer	 To describe what different freehand tools do To use: the shape tool and the line tools a computer on my own to paint a picture To make careful choices when painting a digital picture To explain why I chose the tools I used To compare painting a picture on a computer and on paper
Music:	Compose music to tell the story of the three Billy Goats Gruff.	Children compose their own flight music to create a 'flying' soundscape.
	Charanga Unit: Hey You!	Charanga Unit: Rhythm in the way we walk and banana rap.
Art:	Use natural materials to make a shelter/den. Used natural materials to make a sculpture in the style of Andy Goldsworthy.	Recreate an impressionist painting of a hot air balloon.
PE:	Gymnastics	Dance – Toys
	Games Unit 1 – Sending, receiving and travelling	Games Unit 2 – Sending, receiving and travelling
RSE:	Healthy & Happy Relationships	Similarities & Differences
	Making friends and getting along Forming friendships and how kind or unkind behaviours impact other people. Video: New School	Recognising strengths and respecting differences Similarities and differences between people and how to celebrate and respect these. Video: What Makes Us Special
	Key Vocabulary Friend, friendly, unkind, welcoming, happy, sad, share	Key Vocabulary Similarity, difference, special, unique, strengths, abilities
	Lessons 1. Friends 2. Kindness 3. Getting along, sharing and turn taking	Lessons I am special Who I am makes me unique We don't all feel the same
RE:	Who is Christian and what do they believe?	What makes some places sacred?
Spanish:	Greetings	·