

Mathematics

Count to/across 100. Count in 1s, 2s, 5s and 10s. Count in 1's backwards from 20.

Read, write and order numbers to 20.

Begin to know number bonds to 10/20 and use +, - and = symbols. Use correct vocabulary.

Recognise & name common 2d shape and 3d shapes.

Begin to recognise and use $\frac{1}{2}$ & $\frac{1}{4}$ of shapes or numbers.

Science - Ourselves and Animals

Identify and name basic body parts.

Identify and compare common animals, e.g. carnivores and herbivores.

Identify some basic plants/trees.

Observe changes of day and season.

Literacy

Name and recite the letters of the alphabet.

Apply phonics when reading and writing words and sentences.

Compose sentences orally before writing.

Form lower case letters correctly and use capital letters for proper nouns. Leave spaces between words and begin to use basic punctuation.

Record a list, caption and label to give information.

Read and respond to a variety of traditional tales/fairy stories.

Use drama to sequence and retell stories, using story language.

Year 1 Curriculum map Autumn Term 2016

Religious Education - Belonging

Belonging to different groups and faiths.

Visit Cromer Church to explore a place of worship and its local significance.

Take part in a mock baptism ceremony and in performing the Nativity play at Christmas.

To take part in Christmas celebrations and compare with a Victorian Christmas

To explore Hannukah from the Jewish Faith.

Music

Sing songs linked to themes and topics, including Christmas performance.

Explore and play musical instruments.

Keep a steady beat.

Listen to and understand live and recorded music.

Computing

Introduce new computer programmes to support learning across the curriculum.

Increase awareness of Internet Safety.

Recognise uses of IT outside of school

Use Textease paint programme including a variety of tools. Print own work.

Topic - Art, Design & Technology, History, Geography

Use a range of materials to explore and develop techniques of colour, pattern, drawing and painting.

Use range of tools & materials to complete practical tasks. Design, make and evaluate a Gingerbread man biscuit.

Explore Victorian Christmas celebrations and explore artefacts.

Identify seasonal weather patterns and changes through the Autumn.

Physical Education

Practice, improve and master basic movement, e.g. running, jumping, throwing and catching.

Practice, improve and master balance, agility and co-ordination through a variety of Gymnastics activities.

Participate in team games.

Perform dances using simple movement.