Year 1

## Autumn 2

## Toys

## ENGLISH

## Traction Man by Mini Grey

 The Adventures of Egg Box Dragon by Richard Adams- Name the letters of the alphabet in order
- Name the letters of the alphabet using letter names to distinguish between alternative spellings of the same sound.
- Spell words by identifying the phonemes and representing the phonemes with graphemes, including words with consonant clusters and simple digraphs (e.g. frog, hand, see, chop, storm, splash).
- Spell a few common exception words (e.g. I, the, he, said, of).
- Join words and clauses using and


## PE

## Multi-skills

- Attacking and Defending
- Circuits


## MUSIC

- Remembrance
- Preparation for Christmas Performance - songs and instrumental


## RE

## Christianity - Why do Christians celebrate <br> Christmas?

- Christmas is linked to the account of the birth of Jesus
- The key people and events in the birth stories (Nativity)
- This story is the focus of the celebration for Christians
- Christians believe Jesus is the Son of God


## DESIGN \& TECHNOLOGY <br> \section*{Making a toy}

- I can create a simple design for my product
- I can use pictures and words to describe what I want to do
- I can select from and use a range of tools and
- equipment to perform practical tasks e.g. cutting, shaping, joining and finishing
- I can ask simple questions about existing products and those that I have made
- Sort, cut and shape fabrics and experiment with ways of joining them (Art)
- Explain what he/she likes about the work of others. (Art)
- Know the names of tools, techniques and elements that he/she uses. (Art)



## HISTORY

Toys now and then

- Find answers to simple questions about the past from simple sources of information.
- Describe some similarities and differences between artefacts.
- Sort artefacts from 'then' and 'now'.
- Talk, draw or write about aspects of the past.
- Understand key features of events.
- Identify some similarities and differences between ways of life in different periods


## COMPUTING

Programming A: Moving a robot

- Predict the behaviour of simple programs.
- Understand what algorithms are and how they are implemented on digital devices.


## MATHS

## Addition and subtraction (Within 10)

- Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer)
- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs
- Represent and use number bonds and related subtraction facts within 20
- Add and subtract 1-digit and 2-digit numbers to 20 , including zero


## Shape

- Recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example rectangles (including squares), circles and triangles]; 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]


## SCIENCE <br> Everyday Materials

- Difference between objects and the material from which they are made
- Identify and name everyday materials
- Describe physical properties of everyday materials
- Compare and group materials based on their properties


## OUTDOOR \& OFF-SITE

Toy Workshop

- Explore toys from the past.


## PSHE

Celebrating Differences

- Similarities and differences

