

Topic

History:

Chronological Awareness - Use appropriate terminology such as past, then and now. Sequence simple pictures within my own experiences.

Knowledge and Understanding - Compare historical periods using the terms 'then' and 'now' and identify changes within these different time periods.

Understanding Historical Concepts - Give simple explanation of a consequence to an action specifically a result of an event or action of an individual.

Organise, Evaluate and Communicate

Information - Obtain ideas about the past from pictures.

Design and Technology & Art:

To recognise foods that are good for me. To know which foods are bad for me. To know how to prepare simple dishes safely and hygienically, without using a heat source. To know how to use techniques such as cutting, peeling and grating. To evaluate a range of existing dishes.

Religious Education

Gifts and Giving: What is Eid?, How is Eid celebrated?, What presents are given at Eid?, What is Christmas?, How is Christmas celebrated, and What presents are given at Christmas?

P.S.H.E- My body and keeping healthy.

Science

Materials and their properties-

Identify and classify materials. Describe properties of materials. Perform a simple test.

Investigate which material would be best for building a castle roof.

Seasonal change - Identifying signs of autumn.

English

Fiction: Exploring a variety of stories based on knights, kings castles and dragons. Sentence formation, captions, labels and lists.

Non-Fiction: Writing a recount of our Windsor castle trip, linking to History. Factfiles on castles.

Poetry: Writing a poem about Castles.

Music

Percussion- exploring a range of percussion instruments, understanding rhythm and beat.

Christmas Production - To learn and sing Christmas songs.

Year 1 Topic Web Autumn 2 Curious Castles

Physical Education & Games

Invasion Games taught by 'First Touch Football'.

Forest School (Fine and Gross Motor development)

Maths

Addition & subtraction: Adding two numbers together, adding one number to another number, finding a part, finding a part through subtraction, addition and subtraction fact families, subtraction - take away/cross out, subtraction - how many left? and subtraction on a number line.

Geometry: Recognising and sorting 2D and 3D shapes. Patterns within 2D and 3D shapes.

Computing

Creating Media - Digital Painting: How can we paint using computers?, Using shapes and lines, Making careful choices, Why did I choose that?, Painting all by myself and Comparing computer art and painting.