

ST. ANDREW'S CHURCH OF ENGLAND PRIMARY SCHOOL

YEAR 1

AUTUMN TERM 2018/19

ENGLISH	Writing captions and labels. Discussing the features of texts, and writing simple stories, working on presentation, or full stops and capitals. Begin more formal guided reading, spelling and handwriting. Continuing development of letters and sounds. Opportunities for speaking and listening.	MUSIC	Learning and developing their skills through composing, performing, listening and singing. This term's music will also incorporate Harvest and Christmas.
MATHS	Number, counting and sequencing. Practical addition and subtraction. Number bonds to 5 and 10. Real life mathematical problems. Recognise and name common 2-D and 3-D shapes.	RELIGIOUS EDUCATION	Looking at the story of creation. Learning about hands – good and bad hands and God's hands. Reading some stories from the Bible and looking at the celebrations of Christmas.
SCIENCE	Who am I? – Looking at the human body and other animals. Parts of the body will be labelled and keeping healthy discussed. Children will learn about the five senses and relate these to parts of the body. Seasonal change – Autumn and Winter	PE	Football – The children will be coached football and develop their coordination, footwork and teamwork skills. Dance - The children will respond to music and percussion through movement. Dynamics will be developed with stillness and movement. Games - Learning to co-ordinate and control their bodies through playing a variety of games. Developing skills such as throwing and catching.
Topic	History of the local area - Learning about how our local area has changed and developed. Remembrance – Learning about the First World War and why we celebrate Remembrance Day.	PSHE	Be friendly, be wise – Children will explore how to make friends and stay friends. We will discuss feelings and learn strategies to help us calm down.
		TECHNOLOGY	Food preparation skills will be developed along with their awareness of various fruit and vegetables.
ART	Mixing colours and painting for themes such as self-portraits and Harvest. Looking at the work of Andy Warhol.	COMPUTING	Exploring programmable toys through programming and following instructions. Using a range of interactive games during maths and literacy.