

AUTUMN TERM 1 & 2 SEPTEMBER 2017 YEAR A

Autumn Term 1 Overarching Theme: **TOY STORY**

Week	English	Maths	RE	PSHE	Science	Geography History	ICT	Art and Design	Music	PE Indoor	PE outdoor
1	Read Write Inc with opportunities for weekly writing sessions. Guided Reading with specific focus. Summer holiday recount SPAG FOCUS THIS TERM Y1: Sentence writing, punctuation, how to use spelling resources. Y2: Sentence writing with noun phrases, coordination, subordination.	Number sense Number and place value	Introduction to the Christian creation story.	SEAL - New Beginnings Focus on how the things we do to look after ourselves are similar to the things we can do to look after the world.	Everyday materials – objects and what they're made of.	What are toys? What toys do we have?	Exploring computer games	Explore different mechanical toys	Charanga Unit 2	Real PE Y1 Unit 6 – Health and fitness	Leic scheme Y1U1a Understanding fitness, to use skills independently and in sequence.
2	Intro to and exploring information texts	Number sense Place value and rounding	How was our world created?		Everyday materials – identify and name a variety of materials	What toys did our parents/grandparents have?	Algorithms				Using skills effectively, pace, choosing skills to suit a game.
3	Writing information texts	Number sense Statistics and measurement	How can we understand the creation story?		Everyday materials – compare and group everyday materials	Early 20 th C toys	Algorithms	Planning a mechanical toy.			Using balls and developing ball skills
4	Exploring stories and poems with patterned language	Addition	Re-telling the creation story		Uses of everyday materials – Suitability of materials for particular uses	Victorian toys	How to use scratch to make a computer game	Making a mechanical toy			How to coordinate balls and feet
5	Planning stories with patterned language	Subtraction	How should we look after our world?		Uses of everyday materials – How the shapes of solid objects can be changed	How have toys changed?	Making a computer game				Making games using our skills
6	Writing a story with patterned language.	Measurement (money)	Taking care of the world.		Experimenting with everyday materials. How to best protect an egg.			Evaluate a mechanical toy.			Making games using our skills
7.		Statistics (collecting and comparing data)	Creation story drama.			Which toys do you think are best? Why?	Evaluate a computer game				

Week	English	Maths	RE MJ PPA	PSHE MJ	Science CMP	GEOG SW	ICT CMP	Art and Design SW	Music MJ Music Express	PE CMP Indoor Real PE	PE CMP Outdoor
OVERVIEW	<p>Non Chron Report On history of King Arthur</p> <p>Narratives - Story about King Arthur and Merlin</p> <p>Poetry – Acrostic/Kennings</p> <p>SPAG FOCUS Y1: prefixes and suffixes Y2: Suffixes, contractions, commas, questions</p>		<p>Christmas story</p> <p>What gift would I have given to Jesus if he had been born in my town, not Bethlehem?</p>	<p>SEAL - New Beginnings How can we make others feel welcome? (How did – or didn't- people make Jesus feel welcome)</p>	<p>Uses of everyday Materials (Y1)</p>	<p>Locational knowledge & Geographical skills and fieldwork</p>	<p>We are detectives – Communicating clues</p>	<p>Fireworks Remembrance poppies Christmas performance prop making –</p>	<p>Exploring sounds Music Express Y1 – Sounds Interesting</p> <p>Christmas Performance</p>	<p>Games unit 2a Real PE unit 2 (yr1 and yr2)</p>	<p>Games unit 2a Real PE unit 2 (yr1 and yr2)</p>
1	Read a non chronological report. Look at features.	Place Value – number patterns.	What is a special gift?		<p>Science learning is good when....</p> <p>KWL experiments with materials.</p>	<p>To learn about the geographical features of a Castle.</p>	<p>Using word – word processing skills</p>	<p>Fireworks art develop an awareness of pattern and texture.</p>	<p>Christmas Performance</p>	<p>Coordination-floor pattern movements Matching pairs</p>	<p>Outdoor games – Running with a ball</p>
2	Plan a non chron report	Y1. Addition Y2 Multiplication as repeated addition.	Some gifts cost nothing but can be ' precious'.		<p>Which materials make the best suit of armour?</p>	<p>To understand how the geographical features of a castle are used in defence.</p>	<p>Using word – word processing skills</p>	<p>Remembrance Art To create simple structure using a range of materials.</p>	<p>Christmas Performance</p>	<p>Coordination-floor pattern movements Follow the leader</p>	<p>Outdoor games – passing the ball</p>
3	Write a non- chron report	Y1 Subtraction Y2 Division by sharing.	Why do people give gifts at Christmas?		<p>Which shapes build the strongest castle?</p>	<p>To use maps to investigate castle geography.</p>	<p>Using word – word processing skills</p>	<p>Christmas props To create simple structure using a range of materials.</p>	<p>Christmas Performance</p>	<p>Coordination-floor pattern movements Matching pairs</p>	<p>Outdoor games moving and passing the ball</p>
4	Read fairy stories and traditional tales	Commutation (add/subtract. Multiply/divide)	The concepts of giving and receiving are important in Christianity.		<p>Which materials would make the highest castle for Rapunzel?</p>	<p>To apply our knowledge by building a castle.</p>	<p>Communicating using email</p>	<p>Christmas Story art To develop accuracy in cutting and tearing, to refine gluing skills.</p>	<p>Christmas Performance</p>	<p>Static balance – balloon balance game</p>	<p>Outdoor games – jumping to catch-Piggy in the middle</p>
5	Plan a fairy tale	Geometry – shape (Recognise, name, order and arrange)	Invisible gifts.		<p>Setting up a simple experiment with given materials.</p>	<p>To investigate how invaders could overcome the geography of a castle.</p>	<p>Communicating using email</p>	<p>Christmas decoration To develop accuracy in cutting and tearing, to refine gluing skills.</p>	<p>Christmas Performance</p>	<p>Static balance – popping pirates game</p>	<p>Outdoor games Working collaboratively in a team</p>
6	Write a fairy tale	Geometry – shape (Position/ movement)	Christians believe that Jesus is God's gift to the world.		<p>Recording experiments.</p>	<p>To investigate daily life in and outside the castle walls.</p>	<p>Esafety</p>	<p>Christmas cards</p>	<p>Charanga</p>	<p>Static balance – balloon balance game</p>	<p>Outdoor games Team games</p>

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7	Edit fairy tales	Recapping skills	The qualities Christians believe that Jesus gives.		Drawing conclusions using results	To investigate how castles are used today.	Esafety	Christmas cards	Charanga	Assessment of coordination and balance	Outdoor games Team games
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