

Mathematics

Geometry – properties of shapes

- 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]

Geometry – position and direction

- describe position, direction and movement, including whole, half, quarter and three-quarter turns

Number – number and place value

- count to twenty, forwards and backwards, beginning with 0 or 1, or from any given number
- count, read and write numbers from 1 to 20 in numerals and words
- 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), most, least

Number - multiplication and division

- count in multiples of twos and fives

Number – addition and subtraction

- represent and use number bonds and related subtraction facts within 20
- add and subtract one-digit and two-digit numbers to 20, including zero
- read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs
- solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as

$$7 = \square - 9$$

Computing

Use technology purposefully to create, organise, store, manipulate and retrieve digital content

- Save and retrieve work
- Enter and exit a program independently using the mouse.
- Illustrate a scene from a fictional text

Recognise common uses of information technology beyond school

Insert images/photographs into a document

Use logical reasoning to predict the behaviour of simple programs

- Using a programmable toy to input instructions for a purpose
- Follow precise and unambiguous instructions

Use technology safely and respectfully

- Pupils know and follow safety rules to remain protected online

POLES APART!

AUTUMN 2 – Year 1

CURRICULUM MAP

Copper Beech, Oak and Cedar
Classes

Science

Everyday materials

Performing simple tests to explore questions such as:

- What is the best material for an umbrella?
- What is the best material for an Inuit's coat?
- What is the best material for a pair of curtains?
- What is the best material for a gymnast's leotard?
- What is the best material for a bookshelf?
- How is paper made? – Flow diagrams

Seasonal changes

- Track the sun's movement
- Learn about changes to the weather in Winter
- Looking at, and recording temperature

Reading

Word Reading

Apply phonic knowledge and skills as the route to decode words

Respond speedily with the correct sound to graphemes

Read accurately by blending sounds in unfamiliar words containing GPCs that have been taught

Read common exception words, noting unusual correspondences between spelling and sound and where these occur in the word

Read aloud accurately books that are consistent with their developing phonic knowledge and that do not require them to use other strategies to work out words

Comprehension

Listening to and discussing a wide range of poems,

stories and non-fiction at a level beyond that at which they can read independently

- Read and listen to a story from the Inuit culture
 - Recognise the differences between fact and fiction texts
 - Identify the main events and characters in stories
- Predicting what might happen on the basis of what has been read so far*

Learning to appreciate rhymes and poems, and to recite some by heart.

Writing

Handwriting

Form capital letters

Understand which letters belong to which handwriting 'families'

Composition

Saying out loud what they are going to write about

Composing a sentence orally before writing it

Sequencing sentences to form short narratives

Re-reading what they have written to check that it makes sense

- Sequence and retell a familiar story using a story mountain
- Learn how to include an element of 'surprise' in a narrative text
- Recognise non-fiction features and record these in an information text
- Write rhyming couplets following predictable phrases

Vocabulary, Grammar and Punctuation

Begin to punctuate sentences using a capital letter and a full stop

Joining words and joining clauses using 'and'

Using a capital letter for the names of people, places, days of the week and the personal pronoun 'I'.

Learning the grammar for Year 1 (including nouns, verbs and adjectives)

Transcription

Spell words containing each of the 40+ phonemes already taught

Learn alternative graphemes 'ay', 'ou', 'ie', 'ea', 'oy', 'ir', 'ue', 'aw', 'wh', 'ph', 'ew', 'oe', 'a-e', 'e-e', 'i-e', 'o-e', 'u-e' and 'au'.

Spell Tricky Words/Common Exception Words



R.E

- Learn that the Bible contains stories about the birth of Jesus which is in the New Testament
- Understand the key people and events in the birth stories and the story is the focus of the celebration for Christians
- Christmas is the celebration of Jesus' birth
- Christians believe Jesus is the Son of God

P.S.H.E.

- Remembrance Sunday, Respect and Bravery/Teamwork/Friendship
- British Values

P.E

Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.

Participate in team games, developing simple tactics for attacking and defending.

Perform dances using simple movement patterns

- Create an Antarctic themed dance
- Perform a choreographed dance for Christmas

Art

Develop a wide range of art and design techniques in using:

- **colour**
- **pattern**
- **texture**
- **line**
- **shape**
- **form and space**

Music

Use their voices expressively and creatively by singing songs and speaking chants and rhymes
Play tuned and untuned instruments musically
Listen with concentration to a wide variety of musical styles

- Exploring and developing an understanding of pitch using the voice and body movements
- Recognising and performing pitch changes and contrasts.
- Exploring and controlling dynamics, duration and timbre.
- Responding to music through movement

POLES APART!

AUTUMN 2 – Year 1

CURRICULUM MAP

Copper Beech, Oak and Cedar
Classes

Role Play

- Arctic Exploration Centre
- Igloo

Upcoming Events!

- Christmas Shows
- Christmas Parties
- Year 1 Choir – Surbiton Lights

Geography

Locational knowledge

- Begin to name and locate the world's seven continents and five oceans of the world

Place Knowledge

- Understand similarities and differences between the UK and the Arctic and the Antarctic

Human and Physical Geography

- Understand climate and weather
- Use basic geographical vocabulary to refer to the human and physical features e.g. River Thames and Surbiton Town

Geographical skills and fieldwork

- Use world maps, atlases and globes to identify the UK as well as countries, continents and oceans

History

Study the lives of significant individuals in the past who have contributed to national and international achievements

Ernest Shackleton, Robert Falcon Scott, Roald Amundsen, Lawrence Oates

Please also refer to the **Home Learning Grid** for home learning activity ideas linked to our curriculum.

Weekly Overviews are displayed in classroom windows, indicating the learning aspects planned for each week.

