

ENGLISH:

Sit correctly at a table, holding a pencil comfortably and correctly

Begin to form lower-case letters in the correct direction, starting and finishing in the right place
Form capital letters

Form digits 0-9.

Write sentences by; 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.

Discuss what they have written with the teacher or other pupils.

Develop their understanding of concepts by; leaving spaces between words, beginning to punctuate sentences using a capital letter and a full stop, using a capital letter for names of people, places, the days of the week, and the personal pronoun 'I'.

Name the letters of the alphabet in order and using the names to distinguish between alternative spelling of the same sound.

Read their work aloud clearly enough to be heard by the teacher and peers.

MATH:**Number: addition and subtraction (within 10)**

Represent and use number bonds and related subtraction facts within 10. Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. Add and subtract one digit numbers to 10, including zero. Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems.

Geometry: shape

Recognise and name common 2D shapes, including rectangles, squares, circles and triangles. Recognise and name common 3D shapes, including cuboids, cubes, pyramids and spheres.

Number: place value within 20

Count, read and write numbers to 20 in numerals and words. Given a number identify one more or one less. Identify and represent numbers using objects and pictorial representations including the number line, and use the language of equal to, more than, less than, most and least.

RE:**Sacraments, Islam, Advent, Christmas**

Recognise that people act in a particular way because of their beliefs.

Describe some of the actions and choices of believers that arise because of their belief.

Recognise key people in the local, national and global Church.

Recognise religious stories

Retell, in any form, a narrative that corresponds to the scripture source used

Recognise religious beliefs

Recognise that people act in a particular way because of their beliefs

Describe different roles of some people in the local, national and global Church

Recognise key figures in the history of the People of God

Recognise religious signs and symbols used in worship

Describe some religious symbols and the steps involved in religious actions and worship

MUSIC:

Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

Play tuned and untuned instruments musically.

Listen with concentration and understanding to a range of high-quality live and recorded music.

Experiment with, create, select and combine sounds using the interrelated dimensions of music.

SCIENCE:

Observe seasonal changes across the 4 seasons.

Observe and describe weather associated with the seasons and how day length varies.

YEAR1**Autumn 2**
Mini Beasts**ART:**

To use a range of materials creatively to design and make products.

To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

GEOGRAPHY:

Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.

PE:

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.

COMPUTING:

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

Create and debug simple programs.

Use logical reasoning to predict the behaviour of simple programs.

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

Recognise common uses of information technology beyond school.

Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies.