

KS1 Curriculum Overview Year Group: 1 Term: Autumn 2

RE	<p>Look at St Francis of Assisi and how he looked after the animals.</p> <p>Advent: Talk about how and why we prepare during Advent. Make promises and follow the 'Walk with me' calendar. Discuss the Advent Wreath and the meaning of each candle. Talk about the story of the Annunciation and the journey Mary and Joseph made to Bethlehem.</p>
PHSE/RHE	<p>TenTen: Module 1 – 'I am Unique,' Girls and boys' and 'Clean and healthy.'</p> <p>Talk about why we are special and celebrate differences. Talk about our bodies, how they are different and how we can keep them clean and healthy.</p>
Maths	<p>Subtraction within 10 using, counters, tens frame, and part whole model.</p> <p>Recognise, name and sort 2D and 3D shapes.</p> <p>Place value including comparing and sorting numbers up to 20.</p>
English	<p>Focus on describing characters using noun phrases. Correctly use capital letters and full stops. Continue to look at letter formation and sitting all letters on the line with clear ascenders and descenders.</p> <p>Phase 3/4/5 letters and sounds.</p>
Science	<p>Everyday Materials</p>
PE	<p>Gymnastics: To work safely on small and large apparatus and perform sequences.</p>
Computing	<p>Collecting, Evaluating and Presenting: Children will create drawings and text files, save them, then use them in a Jit5 'paint and write' software to produce pieces of work.</p>
Geography	<p>-</p>
History	<p>Order and talk about the story of Guy Fawkes and the importance of Remembrance Sunday. To know who Queen Victoria and when she became queen. Look at homes in the Victorian era and how they differ to our homes today. Talk about a Victorian Christmas and compare our toys to them played with by Victorian children.</p>
Art	<p>Design own firework pictures using a variety of materials.</p>

Design Technology	To design and make their own moving picture. Evaluate design and explore how it can be improved.
Music	Charanga: Learn and perform music for our Christmas Nativity.
French	Animals