

### Literacy

- Stories with familiar settings – School theme.
- Produce a story with a school setting
- Sequence stories/events
- Re-enact stories using puppets etc.
- Role play/hot seating/drama – using Core books as stimulus.
- Character descriptions –friends
- Using the senses – descriptive writing/poems using taste, feel, sight, hearing and smell – sampling food.
- Spelling rules –s and –es Plural Noun suffixes
- Capital letter for I and name

### Computing/ ICT capability

- Self portraits using ipod
- Digital mpps- using postcode to find house of google earth.
- Use the zoom to see more detail.
- Name ICT equipment
- LEGO Builders – Follow instructions to build a LEGO house

### History, Geography & Citizenship.

- Children to discuss/use maps to answer questions about our local area e.g. Where? What? Who? Look at maps of where we live England and locate Barrow in Furness.
- To look at maps and aerial picture of key local landmarks e.g. Town hall, dock museum, BAE etc
- Children to a map of the school and follow a route. Using and following directional language.
- To discuss how they have changed as they have grown and relate this to past memories.

### PSHE & Personal development

- New beginnings – classroom rules/how to make a happy classroom/solving problems and calming down
- Try new things
- Concentrate
- Prevent Strategy – Respect myself – How are we all similar/different?
- What makes you unique? Chose a school counsellor

### Topic:

Where in the world are we?

### Term & Weeks:

Autumn A

### Year Group 1



### PE

- Football skills
- Dribbling skills using inside/outside of both feet and a football.
- Incorporate turns (changing direction) into their dribbling using inside/outside of both feet and a football.
- Pass the ball using inside/outside of foot.
- Apply the skills they have learnt and incorporate them into a game situation.

### Numeracy

<u>Big Maths</u>	<u>Outer Maths</u>
<b>Counting:</b> Saving numbers S2 – Count to 20. Reading numbers S2 – Reading numbers 11-1-20. Actual counting S6 – Count 20 objects. Counting on S2 & 3 – Count on and back 2s and 3s. Counting multiples S1 – Counting in 10s. <b>Learn It:</b> 1+2 2+3 <b>It's Nothing New:</b> First Principle S1 – Icon swap objects. <b>Calculate:</b> Addition S3 & 4 – Adding objects. Subtraction S3 & 4 – Subtracting objects. Multiplication S1 – Set out toys in groups. Division S2 & 3 – Share even numbers between people.	<b>Shape:</b> Explore and draw S6 – Symmetrical pictures. 2D Shapes – 8 & 9 – Recognise simple 2D shapes (inc rectangle) 3D Shapes – S6 – Describe 3D shapes. <b>Amounts:</b> S4 – Compare distances Money – Step 4 – Play shop Time – S7 – Begin to measure time <b>Evaluating Data:</b> Diagrams & tables – S4 – Record using tables. <b>Dangerous Maths:</b> Children spotting – spot, copy and create patterns.

### Science, Design & Technology.

- Visit Barrow Park – checklist for plants they see. Identify and name wild and garden flowers.
- Discuss the basic structure of common flowering plants and investigating what conditions makes a plant grow best.

### Art & design, dance, music, drama.

- John Duffin – local painter. Look at his work and discuss similarities between them.
- Identify primary colours and mix colours to create a sunset colourwash. Add black silhouettes of people and buildings in the style of Duffin.
- Dance (6 sessions) U Dance

### Core books Planned read aloud

- I am too absolutely small for school
- When an elephant comes to school
- Totally wonderful Miss Plumberry
- Lucy and Tom go to school
- Don't be silly Mrs Millie
- Lion at school and other stories
- Toshy Poems
- Nobly poems

### Curriculum enhancements /visitors and visits.

- Park visit
- Park greenhouse
- Town Hall
- Dock Museum