Maths

Children should be able to:

Number formation
To form digits 0-9 correctly.

Numbers to 10

Understand numbers from 0 to 10
Two sets of objects can be compared using the method of one-to-one correspondence. The number of objects can be the same as, smaller than or greater than another set of objects
A sequence of objects and numbers can form a pattern

Number Bonds

Adding two or more numbers gives another number.

English/SPaG Children should be able to:

- Form most letters correctly
- Labels, lists and captions
- Poetry using our senses
- Narrative Stories with a Familiar Setting
- Predictable phrases
- Phase 2,3, 4 Phonics
- Fast words (common exception words)
- Alphabet (Letter names) (Letter sounds)
- Capital letters, finger spaces and full stops

Science

Children should be able to:

- Describe and compare the structure of a variety of common animals, fish, amphibians, reptiles, birds and mammals including pets).
- Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Animals, what they look like, how they move. Comparing with other. Similarities and differences.

AUTUMN TERM 1 Good To Be Me



Geography

No Geography focus in this unit of work

RE/PSHE

- Community and Family
- Living in Harmony
- Being Me in My World

History

No Geography focus in this unit of work

Computing

Children should be able to:

<u>Using a computer</u> Mouse and typing skills Purple Mash Me Maker

Art / Design Technology Children should be able to:

- To develop a range of art and design techniques in using colour, line, shape and space.
- To use drawing and painting to develop and share their ideas and experiences.
- To use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines.

Music Pupils should be taught to:

 Use their voices expressively and creatively by singing songs and speaking chants and rhymes (Hey You!)

PΕ

- Sport Multi-skills
- Fitness Boot camp