

History:

- Know stories about a range of people who have lived in a variety of cultures in the past
- Know about a range of events that have happened in the past.
- Be able to ask and answer questions about the past.
- Be able to use key words and phrases relating to the passing of time.
- Be able to order events and objects into a sequence.
- Be able to discuss toys and games from the past.
- Be able to find out about aspects of the past from a range of sources of information.
- Be able to communicate their historical knowledge and understanding in a variety of ways.
- Understand that the past is represented in a variety of ways.
- Be able to create a toy museum.

International:

- Find out about popular games from another country and then teaching others to play it.

OTHER AREAS OF LEARNING:

Computing— programming, gaming and modelling

Music— Exploring beat

R.E— Why do we celebrate special occasions?

PE— Dance

PERFORMING ARTS:

Artis Specialists will use performing arts to enhance our learning in all areas.– introducing and embedding new curriculum vocabulary

Science:

- To pose simple scientific questions.
- To identify ways of finding out about scientific issues.
- To conduct simple investigations.
- To look closely at animals including human.
- To identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
- To identify and name common carnivores, herbivores and omnivores.
- Identify, name, draw and label the basic parts of the human body and link them to the senses.



Year 1 The Magic Toymaker

ART:

- To draw and paint portraits.
- To know about some of the forms used by artists in their work.
- To use a variety of materials and processes.
- To suggest ways of improving their own work.
- To comment on works of art.

English:

In our English lessons we will Continue to learn the 40+ phonemes for reading and spelling. We will also build up our vocabulary using an increasing number of conjunctions and time adverbials.

We will also be listening to and discussing a wide range of fiction and non-fiction books. One being Dogger by Shirley Hughes. Kipper's Toy box by Mick Inkpen and Toys and Games by Sally Hewitt.

We will also explore poems that have rhyming couplets and creating their own poetry as well as explore contemporary fiction texts looking at familiar settings.

Maths:

- To add and subtract 2 digit numbers.
- To recognise odd and even numbers.
- To describe the position of objects.
- To know a variety of ways to make 20.
- Recognising and naming 2D and 3D shapes.
- To sort shapes and discover patterns.

DT:

- To make toys and games.
- To know that products in everyday use have an effect on peoples lives.
- To plan what they are going to make.
- To describe their plans in pictures and words.
- To choose and use appropriate simple tools and materials to make products.
- To comment on their own plans and products and suggest areas of Improvement.
- To comment on the usefulness of products in everyday use.

