

Science- Animals

- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores

PSHE



- To talk about times in our lives when we have been proud, and to understand that we do not have to show off in order to feel proud. To listen to a range of stories that highlight how different characters feel.

English -RWI

- Word reading and comprehension
- Transcription and composition

The Year 1 curriculum will be delivered through the Read, Write Inc. phonics programme and covers all of the objectives in the Year 1 English programme of study.

P.E. -Tag Rugby

- To explore and develop the skills of passing and catching a ball.
- To be confident and safe in spaces used to play games.
- To use simple scoring in competitive games.
- To hold the rugby ball correctly.

Year 1 – Autumn 2 Amazing Animals



Geography- The UK

- Name and locate the four countries of the United Kingdom.
- Name the four capital cities of the United Kingdom.
- Locate the United Kingdom and the four capital cities on maps.

Music - Carnival of the Animals

- To listen with concentration and understanding to a range of recorded music.
- To explore sounds through percussion instruments.
- To produce a sounds picture that they are able to perform and compose their own music pieces.

Mathematics

- To add and subtract 1-digit and 2-digit numbers to 20, including zero
- To count, read and write numbers to 100 in numerals.
- To count forwards and backwards from 0-100.
- To recognise, find and name a half of an object or shape.
- To recognise and name common 2D shapes

Religious Education

- To listen to religious stories and understand their meanings linked to the theme Belonging.

DT

- To be able to create a
 - sliding mechanism,
 - lever mechanism
 - a simple pop up mechanism
- To design a picture with a moving mechanism.
- To be able to make a moving picture based on a design.
- To evaluate the picture.

I.C.T - Coding

- To understand that when a computer does something it is following instructions called code.
- To learn how to make objects move when they are clicked on.
- To add images to a setting and make them move when the program starts up.
- To design a scene and explain how the code programmed the different objects to move when they are clicked on.