

Literacy

A range of stories based on Heroes and Heroines, traditional tales, non-fiction texts, fact files, descriptive writing, instructions, recounts, poetry, letters and posters.

SPAG

Full stops, capital letters, exclamation marks, question marks, nouns, noun phrases, subordination, coordination, adjectives, suffix -ly, different sentence types.

PSHE

Anti-bullying. British Values.
Safety - Bonfire night.

Music

Creating rhythms, showing structure on a graphic score, composing a piece of music, creating a superhero theme tune, performing music with instruments.

Religious Education

God - The parable of the lost son, Christian belief about God, forgiveness.
Faith Communities - religious and non-religious communities, importance of belonging, birth and marriage rituals.

P4C: Homelessness

What makes a hero or heroine?

Science:

Seasonal change.
Materials - suitability of materials, changing materials.

Celebrations- Senses, Light and Shadows.

Thinking scientifically, creating simple investigations, making predictions, and writing conclusions, identifying patterns.

Numeracy

Place Value - Count in steps of 2, 3, and 5, read and write numbers to 100, identify, represent, and estimate numbers, recognising the place value of each digit in a two-digit number, comparing and ordering numbers.

Addition and subtraction - Adding and subtracting numbers, solving problems.

Shape - Recognise and name common 2-D and 3-D shapes.

KS1 Autumn Term Heroes and Heroines

PE

Gymnastics, Fundamentals, Ball skills, Fitness.

Geography

Location knowledge, human and physical features, identifying 4 countries and capital cities in the UK, continents and oceans around the world, atlas work.

D&T - Structures

Exploring structure, making and designing a stable structure.

Art - Drawing

Recreating work from artists Jackson Pollock, Using a range of drawing techniques, Colour mixing - Primary and secondary colours. shades.

History

Timelines, Lives of significant individuals including, Florence Nightingale and Guy Fawkes.

Computing

Using mouse and keyboard skills. Data handling. Recognising the use of IT.