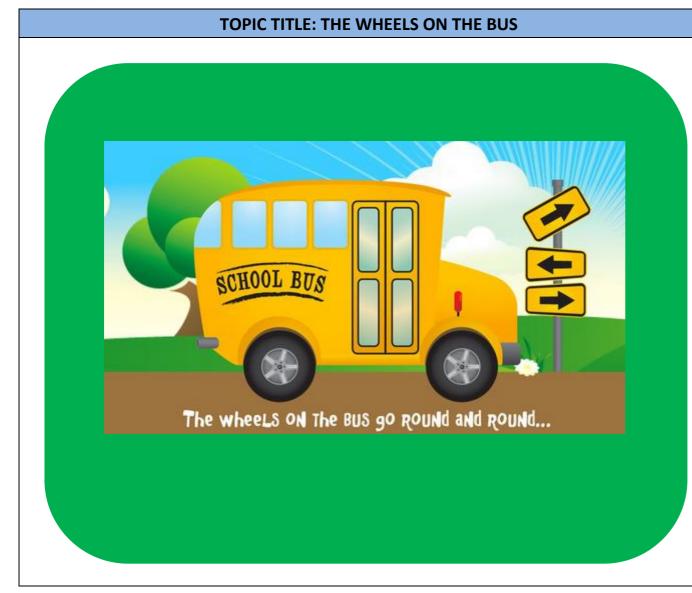


CLASS: HERON

YEAR GROUP(S): 1



ENTRY POINT

The entry point is an activity for children that begins each unit of work and provides an exciting introduction to the work that is to follow. The entry point will introduce the children to Nursery Rhymes and then encourage the children to think imaginatively about toys and transport.

HOME LEARNING

Please ensure you regularly read at home with your child. When reading:

- talk about the book before your child starts to read
- encourage your child to become more independent when selecting a strategy to tackle an unknown word
- encourage fluency

PARENT ENGAGEMENT

To enhance the topic and extend your child's learning please explore different nursery rhymes with your child.



TERM: AUTUMN

CLASS: HERON

YEAR GROUP(S): 1

HISTORY	GEOGRAPHY	SCIENCE	PSHE	PE
Explore the history of nursery rhymes Explore the history of transport, comparing different types Awareness that their lives are different from those of people in the past To talk about the past	To discuss the local area How people travel from place to place Where we live including continents etc. Explore the characteristics of our country/county, how are others different? Through science explore seasonal changes	Everyday materials Identify and name everyday materials, including wood, plastic, glass, metal, water, and rock Describe the simple physical properties of materials Compare and group together a variety of materials	We're all stars Explore: Community Rights and responsibilities Getting to know each other Working together	Taught by Sporting World
DESIGN AND TECHNOLOGY	ART AND DESIGN	LANGUAGES	INTERNATIONAL, NATIONAL, LOCAL COMMUNITY LINKS	TRIPS
To design a vehicle Towards Christmas design and make objects Develop technical knowledge	Use a range of materials Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination	French greetings	Be able to respect one another's individuality and independence Be able to work with each other where appropriate	TBC Transport to beach/locality



LEARNING ACROSS THE CURRICULUM (BASIC SKILLS THAT NEED RIGOROUS AND SYSTEMATIC REAPPLICATION)						
ENGLISH	MATHS	E-SAFETY	COMPUTING			
See English medium term plan See writing in contexts below Key Skills: Be able to identify all phonemes and corresponding graphemes Be able to read fluently Be able to listen and respond to texts of all kinds in order to access ideas and information Be able to talk clearly and confidently about thoughts, opinions and ideas Be able to listen carefully to others Be able to listen carefully to others Be able to write, present and broadcast a range of ideas, in a wide variety of forms and with awareness of different audiences and purposes Be able to analyse, evaluate and criticise a range of uses of language in order to draw out meaning, purpose and effect	See Maths medium term plan Key Skills: Be able to use numbers to support calculation Be able to use measurements to support an understanding of scale Be able to talk about and interpret mathematical data Be able to use mathematics to justify and support decisions communicating using mathematical language, symbols and diagrams Be able to represent and model situations using mathematics	See long term planning grid Communication & Networks Use technology safely and respectfully Using the internet appropriately and treating other people using the internet how they would on the playground	See long term planning grid Algorithms Programming & Development Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Bee bots and roamer Create a set of instructions			

WRITING IN CONTEXT

Writing about nursery rhymes Writing about transport Fact files and descriptions about transport and materials Similarities/differences writing Creating a postcard/poster for a museum Questions to answer Placing materials in a venn diagram/table/quiz Writing about data Reviewing/evaluating work Making lists and mind maps Writing instructions explaining a journey Creating word banks Linking text to a picture Labels and captions Timelines

