**Year 1 Curriculum map Autumn 2**

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| **Autumn and Winter** |
| English | * To read and spell words with phase 4 and 5 sounds.
* To read and write instructional texts.
* To read and write stories with familiar settings.
* To read and write Christmas poetry.
* To know the letters of the alphabet and put them in order.
* To read and write words which end with ing.
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| Maths | * To double and halve numbers up to 20.
* To count on and back in ones and tens.
* To order the days of the week and months.
* To describe the position of objects using half turn, quarter turn.
* To solve problems and puzzles in a variety of mathematical situations.
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| Science | * To know the seasons and the months of the year.
* To know how the environment and weather changes during Autumn and Winter.
* To know about the hours of sunlight, darkness and how that changes during Autumn and Winter.
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| P.E | Dance: Continue from Autumn 1.Games:* Throw and catch a variety of equipment and be able to aim at a target.
* To play and create their own target games.
* To develop simple tactics to play a target game competitively.
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| History | * To learn about what happens at Halloween.
* To learn about Guy Fawkes and Bonfire night.
* To learn about Remembrance Day.
* To remember important events that are special to them.
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| Geography | * To follow a simple map.
* To identify human and physical features.
* To write a recount of our walk to Bromsgrove.
* To identify nice and nasty features of the place we live.
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| R.E | * To think about ways in which we belong.
* To explain other groups they belong to.
* To know that baptism is a sign of belonging to the church.
* To learn what happens at a christening and the special artefacts used at the service.
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| Music | Learn songs for the Christmas Play. |
| P.S.H.E | * To make choices of what would be needed on a new planet.
* To make choices of important buildings to have on the new planet.
* To make choices of the type of people we want to have on the island.
* To decide on what makes a good friend.
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| Art | Make Christmas cards and a calendar. |
| Design and Technology | * To investigate how moving pictures work.
* To create a moving picture by making a slider and a lever.
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