


Year 1 – Autumn 1 Once Upon A Time...

English	Maths	Art
Write a sentence with finger spaces.	Sort and count objects.	Create a repeating pattern with fruits and vegetables.
To start letters on the line in a pre-cursive style.	Represent numbers up to 10 with objects.	PE
To form all tall letters to reach the line.	Recognise numbers as words.	To develop their balance and co-ordination using footwork movements.
To form letters with the correct orientation.	Count on from a given number.	PSHE
To begin to recognise capital letters in sentences.	Count backwards from 10.	To form happy and healthy relationships and develop friendships.
To use a full stop with support.	Find 1 more and 1 less than a number up to 10.	RE
To apply the phonics that has been taught when reading and writing.	Recognise less than, greater than and equals symbols.	To know why places are sacred.
To read the first 20 common exception words.	Compare and order numbers using the language of greatest and smallest.	Computing
To orally retell a traditional tale.	Use a number line to count on or back	To use a keyboard and mouse to type and save their name.
To use traditional tale language such as Once upon a time.		Music

Year 1 – Autumn 1 Once Upon A Time...

Science

Main scientific skill taught in this topic.

Performing simple tests.

Objectives

Distinguish between an object and the material from which it is made

Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock

Describe the simple physical properties of a variety of everyday materials

Compare and group together a variety of everyday materials on the basis of their simple physical properties

Our scientific questions are:

What material would be best to build a sturdy house for the Three Little Pigs?

History/Geography

To name 3 changes that have occurred in houses.

To role play about the past at the Black Country Museum.

To find answers to simple questions by looking at old houses.

Follow a simple map to walk around the local area.

To use locational and positional language in the Continuous provision.

