

English:

Looking at a variety of non-fiction texts learning about how to be a builder and the equipment we will need.

Outcome: Write questions that we would like to ask the builder, Write facts to go alongside our tools, Label our image of what a builder looks like.

Create a fact file to tell our audience about our chosen machine.

Music:

- Create a soundtrack for our performance poetry.
- Learn and perform the Materials song.

Science:

Materials

- To distinguish between an object and the material from which it is made
- To identify and name a variety of everyday materials.
- To describe the simple properties of everyday materials.
- To compare and group together a variety of everyday materials.

Computing:

- To use technology purposefully to create, manipulate and retrieve digital content.
- Move beebots around our building site by creating and debugging simple programs

Stunning Start

Come into school and find a large package containing high viz jackets, tools, books, hard hats and a note. The note explains that the builder (Construction Chris) is looking for little builders to help him with his projects.

PE:

- Games
- Gymnastics Apparatus - learning to balance in preparation for moving safely around the building site.

Y1 Tap! Tap!

Autumn 1

Art:

- To develop a wide range of art and design techniques in using colour, pattern, texture.
- To learn about the work of Klimt and make links to our own work.

Marvellous Middle

Perform our poetry to our parents.

Maths:

Help to build the building blocks of our understanding of number.

- Place value
- Pictorial representation of value
- One more than / one less than
- Number bonds with addition
- Number bonds with subtraction

RE: investigate religious practices across the Globe.

- Christian values
- Family units and Christmas Story

Geography:

- Name and locate the world's 7 continents and 5 oceans and cities.
- Use simple compass directions to describe the location of features on a map.
- To devise a simple map of the school and its local environment using basic symbols in a key.

DT: design playground.

- Design a playground based on the research we have done in English
- Develop joining skills by selecting the correct nuts and bolts etc to secure the holes and screws on our boards.