

Maths

Number

- Subtraction:
 - Taking away, how many left?
 - Introducing the subtraction symbol.
 - Finding a part, breaking apart.
 - Fact families.
 - Counting back using a numberline.
 - Finding the difference.
- Comparing + and - statements using < and >.

Shape and space

- Recognize and name 2-D shapes
- Sort 2-D shapes
- Recognize and name 3-D shapes
- Sort 3-D shapes
- Making patterns with 3-D and 2-D shapes.

Problem solving

- To solve problems and use reasoning

Mental Maths/KIRFS (Key Install Recall Facts.)

- To know number bonds to 5 and then 10



Communication and Language

Speaking and listening

Writing

We are writing journey stories and sequels to Lost and found.

To support our understanding of non-fiction we will be writing penguin fact files.

In poetry we will be writing 'What am I?' riddles about polar animals.

We will be deciding on what we need to do to make our writing even better and putting this into targets.

We will be concentrating on using capital letters, full stops and finger spaces correctly.

Reading

We are beginning to read in group.

We will:

- Be focusing on listening to each other and taking turns.
- Retell the story to each other.
- Predict what the story might be about and talk about what clues the front cover gives us.

Speaking and listening

We will continue to work on our listening skills, taking notes and listening to both our peers and adults.

We will be reading our work aloud clearly and fluently.

CORE TEXTS

Fiction- "Lost and Found" by Oliver Jeffers

Non-Fiction- The Emperors Egg

Poetry - What Am I riddles?

Stunning experiences.

Penguin Day!
Arctic shed!

Weekly handwriting

To include:

- Form lower case letters correctly
- Continue to introduce lead-ins to form letters
- Form digits from 0-9 correctly

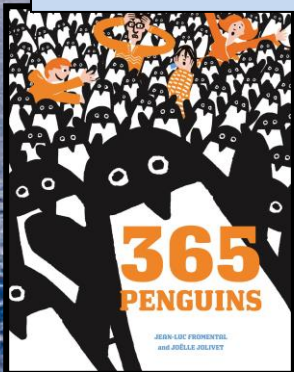
Weekly Phonics Focus

- Spell common exception words and alternative spellings of known sounds.

Frozen Planet

Year 1

Autumn 2019



Expressive Arts & Design

Art -

- To explore a range of tools and techniques
- To explore collage
- To gather and sort materials to explore size, shape, colour and texture
- To explore a range of tools and techniques

Home learning menu:

We loved seeing how creative you were last term. Please choose at least 3 activities to do this term.

1. **English** - write a finding story about finding something that was lost or find as many books as you can with this theme i.e Dogger
2. **Maths** - build an igloo using as many 2-d and 3-d shapes as possible. Take a picture and label the shapes you used.
3. **History** - find out about another polar explorer.
4. **Science** - make a poster about a polar animal - include a picture and lots of facts.
5. **Geography** - make a map of a fictional polar land include all the features that might be there. You can paint it, use collage or just felt tips.
6. **Art** - Create a winter wonderland sensory bottle. (search online for sensory bottles for ideas)

Physical Development

Describe how their body feels before, during and after exercise.

Games -

- Gymnastics - floor work.

Understanding the World

Geography



Geographical Knowledge

- To point out where the equator, north pole and south pole are on a globe or map

Human Geography

- To explain what they might wear in a very hot or a very cold country
- To tell something about people who live hot and cold places

Physical Geography

- To explain the main features of a hot and cold place

Science

Materials and their properties

- Investigate and describe materials.

Animals, including humans

- Describe how an animal is suited to its environment

Working Scientifically

- To plan and perform a simple test, and discuss findings.
- To think of a scientific question and answer it through their enquiry

History

- To explore the story of an historical person and event- We will look at the exploration of Antarctica by Ernest Shackleton and Felicity Aston.

New vocabulary:

Antarctica	Arctic	Explorer	Ocean	Continent
Polar	Materials	Penguin	Globe	Equator

Extra Experiences

- Take part and perform in a Christmas Play.