

Possible Activities

Children will learn to recognise common 2D and 3D shapes. There will be frequent opportunities for children to sort shapes by their properties.

Through role play opportunities the children will also learn to recognise coins and find the total. The children will begin to find change.

Children will be able to apply their knowledge of money during enterprise week.

Problem solving and reasoning will underpin all that we do so children have an opportunity to apply their new knowledge in different contexts.

Autumn 2: Inspiring Inventors: What is the world's greatest invention?

Children will learn about famous inventors and discover their amazing inventions. They will invent their own game to play at the Christmas fair.

Mathematical Development (Shape, Money, Measurement)

Year 1

Visualise, name and describe squares, rectangles, circles and triangles; use to make patterns and pictures;

Recognise 1p, 2p, 5p and 10p coins; know how much each coin is worth;
Find ways of making amounts up to 10p; find totals of two coins from 1p, 2p, 5p and 10p

Year 2

Describe and recognise regular and irregular common 2D shapes; identify from pictures in different positions and orientations

Recognise coins; find the total value of two coins; make amounts, finding totals up to 20p;
Use coins to buy objects up to 20p and find change from 10p and 20p.

Communication, Language and Literacy (Speaking & Listening, reading, writing, MFL)

English Poetry, Non-Fiction

- Develop pleasure in reading by learning to appreciate rhymes, poems, and to recite some by heart.
- Learn new ways of spelling phonemes
- Make simple additions, revisions and corrections to own writing.
- Explain the features of non-fiction writing.

Italian

- To listen attentively, understand and respond to spoken language.
- To engage in conversation; ask and answer questions.
- To explore patterns and sounds of the language through songs and rhymes.

Possible Activities

English

The children will learn a range of poems. They will have the opportunity to perform the poems to the class and create their own repetitive poem.

The children will take part in a daily phonics session where they will participate in a range of interactive activities to learn alternative ways of representing sounds.

Children will take part in guided reading sessions with an adult where they will read and discuss a variety of different texts. Spellings and handwriting will be taught outside of the English lesson.

Italian

The children will learn basic vocabulary and phrases. They will be encouraged to listen to others and respond to questions posed by the teacher and other pupils. The children will learn a range of songs to further develop their vocabulary and understanding.

Possible Activities

ICT

The children will learn how to search the internet and find out information about the weather. The children will create their own weather forecast and record it on an iPad.

Science

Children will investigate the insulating properties of different materials. The children will role play some famous scientists.

Inventors

Meet inventors from history, discuss and order their inventions on a timeline and start to ask 'inventor questions' that lead to inventions.

Knowledge and Understanding of the World (Geography, History, Science, ICT)

ICT – Computer Skills

- Use an iPad to take photos and videos.
- Use an iPad to search the internet.
- Develop typing skills and word processing skills.

Science – Scientists and Inventors

- Name some famous scientists and discoveries.
- Observe and describe a range of materials and their properties.
- Take part in investigations and describe their findings.

History - Inventors

- Learn about the lives of significant individuals in the past who have contributed to national and international achievements.

Enrichment

Music week with Mr Kille Enterprise Week Christmas Production

I wonder...

What is the world's
greatest invention?

Physical Development (PE, growth and health)

Outdoor Games - Bat and Ball Skills

- Steer and send a ball safely in different directions using a bat.
- Change the rules of a game to make it better.
- Understand the importance of rules when playing with a bat.

Dance

- Perform the basic actions of travelling, jumping, turning, gesture and shape.
- Choose appropriate dance actions to convey meaning.

Possible Activities

Outdoor Games

Pushing and rolling a ball through different slaloms.
Balancing a ball on a bat with control.
Striking a ball at different targets.

Dance

Perform actions to music.
Create their own dance to match a story.
Watch and evaluate other children's performances.

Creative Development (Art, D&T, Music, Dance, Drama, Role Play)

Art – Enterprise

- Use drawing to develop and share their ideas.

D&T – Enterprise

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Evaluate their ideas and products against design criteria.
- Select from and use a wide range of materials and components, according to their characteristics.
- Explore and use mechanisms in their products.

Music – Exploring Duration

- Explore making long and short vocal sounds.
- Create sound effects.
- Make long and short instrumental sounds.

Possible Activities

Art

Create technical drawings, design and build models. Children will present their inventions to the class.

D&T

Children to design a game or a product that they could make and sell at the Christmas fair.

Music

Listen to the sound of fireworks and decide if it is making a long or short sound.
Learn and perform songs.
Use a range of percussion instruments to create long and short sounds.

Possible Activities

R.E.

Children will learn about how religious people show they belong to their faith community. They will learn about ways babies are welcomed in religions and the promises made at weddings. They will think about their own network of belonging and how we all belong to someone.

SEAL

Children will explore feelings associated with happiness and anger. They will compliment another child and listen to another child complimenting them. The children will explore different strategies for how to calm down when they are feeling angry.

Personal, Social and Emotional Development. (RE, PSHE, Citizenship, SEAL)

RE What does it mean to Belong to a Faith Community? (Whole term topic)

- Recognise symbols of belonging from their own experience.
- Give an account of what happens at a traditional Christian infant baptism.
- Identify two ways people show they belong to each other when they get married.

SEAL – Getting On and Falling Out

- To understand what a good friend is.
- To make someone feel good by giving them a compliment.
- To understand someone else's point of view.
- To understand how anger can make us feel and how it builds up.