Kingfisher Hall Learning Grid: Autumn Term 2, Year 1 — Blast from the Past

Force for positive change:
This term children will be showing their learning around our history topic 'Toys'.
Children will be encouraged to bring in unwanted toys, that will be donated to charity.

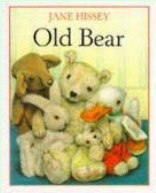
Trips/events
6/11 School Tour
10/11 Odd Sock Day
10/11 Anti-bullying week
11/11 Remembrance Day
12/11 School Review
13/11 Kindness Day
21/11 Children in Need
25/11 Emerald Trip Day Young V and A
1/12 Testing Week
3/12 Inter Disability Day
5/12 Jade Trip Day Young V and A
8/12 School Tour 9am
12/12 Winter Fair
14/12 Hanukkah
15/12 Nativity
17/12 Christmas Jumper and Dinner
19/12 1:30 Finish

Maths

Children will be investigating:

- **Addition and subtraction within 20,** using manipulatives such as counters/cubes to gain a visual understanding before moving onto the abstract form using number lines.
- Exploring **place value within 20**, gaining an understanding **of tens and ones**.
- Tell the time - sequencing events in chronological order using language e.g. **before, after, next, first, today, yesterday, tomorrow, morning, afternoon & evening**.

English

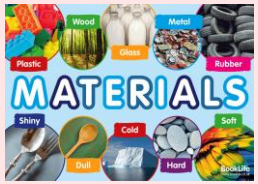


Children will be exploring the text 'Old Bear.
They will be exploring vocabulary through poetry. Children will write a simple narrative using **full stops, capital letters and finger spaces**. They will retell the story in 5 simple sentences. They will also write a fact file around different toys.
Children will continue to develop their phonic skills through Read, Write, Inc (RWI).

History: Changes within living memory.

Children will be identifying similarities and differences in their lifetime in comparison to their grownups.
They will explore the similarities and differences between the toys from the past and modern day and how they have changed overtime.

Science: Everyday Materials.



Children will learn to identify, name and describe a variety of everyday materials, including wood, plastic, grass, metal and rock.

Children will also practice comparing and grouping a variety of everyday materials based on their physical properties.
Children will be carrying out investigations and experiments to identify which materials are absorbent and waterproof.

PHSE: Celebrating Differences

Children will be learning to identify similarities and differences among their peers. Children will learn about what is bullying and how to deal with it in an appropriate way. They will also be discussing and evaluating ways to make new friends.

Physical Education

Outdoor: Ball skills
The children will develop their hand skills by practising how to bounce, stop, and control balls. The children will also begin to combine these skills in simple games and activities to improve their confidence and control.

Indoor: Gymnastics
In Year 1, the children will explore how to use both big and small body parts to create different shapes and balances in gymnastics. They will practise moving in a variety of ways, thinking about how to make their shapes strong, clear and controlled.

DT: Mechanisms – Moving Pictures

In Year 1, the children will learn how to make moving pictures using sliders and levers. They will explore how these mechanisms work and practise their cutting and joining skills. Finally, they will design and create their own moving picture linked to their learning.

Music

The children will be learning to sing an ensemble. The children will learn to play a tuned percussion instrument with control.

RE: Christianity What gifts might Christians in my town have given Jesus if he had been born here rather than Bethlehem?

Children will reflect on the Christmas story and why people give gifts.
They will learn about the Christmas story as part as their production.

Spanish

In year 1 we will continue to work on recalling numbers 1-10. They will be learning how to name body parts and parts of the face. Towards the end of the term we will be looking at Christmas and how families in Spain celebrate.

Computing: Programming using BeeBots

Children will be using directional instructions, including how to program in simple commands to a robot. They will also be introduced to the early stages of program design through the introduction of algorithms.