

Autumn 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
W/C	Tues 1/9	7/9	14/9	21/9	28/9	5/10	12/10
English	Strong Start Sentence Composition	Character Description		Poems Developing Vocabulary	Simple Retelling of a Narrative		
Reading	Grandads Island			The Goose that Laid the Golden Egg		Mrs Noah’s Pocket	
Maths	Place Value				Addition and Subtraction		
R.E. Creation: Who Made the World?	Can you recognise that creation is the beginning of the big story in the Bible?	Can you recognise that creation is the beginning of the big story in the Bible?	Can you retell the story of creation?	Can you explain what the story tells Christians about God, creation and the world?	Can you give examples of what Christians do to say thank you to God for creation?	What questions could you ask about living in an amazing world?	Who do Christians believe made the world and why?
Science Living Things and Habitats	Strong Start Science: x3 Lessons Observation, Simple Tests and Gathering Data	What is alive and what is not?	What do all living things have in common?	Where do plants and animals live?	What plants and animals live in our local environment?	What are food chains? How are they connected?	Why do plants and animals need each other?
Geography Local Geography/ Amazon Rainforest	Strong Start Local Area Leaf Shapes (Science link)	What are human features?	What are physical features?	What features does our local area have?	Where are the rainforests? What are they like?	How do the Yanomami people live?	What is the difference between my location and the Yanomami?
PHSE Jigsaw Being Me in my World	Being Me	Being Me	Hopes and fears for the Year	Rights and Responsibilities	Rewards and Consequences	Rewards and Consequences	Our Learning Charter
Music	Ourselves - Exploring Sounds				Toys - Beat		
P.E. Attack, Defend, Shoot Unit 1		Kick the ball over long and short distances	Stop a ball with control using the foot.	Work as a team to keep the ball.	Bounce a ball with my partner.	Bounce the ball while we are moving (dribbling)	Pass the ball forward in a game.
Art Drawing	Simple pencil patterns.	Recognise a range of different marks.	Apply pressure to change the mark.	Select a range of mark making tools and use them.			
DT Textiles					Identify some fabrics and explore techniques.	Use a range of basic sewing skills.	Join fabric shapes. Evaluate.
Computing We are Astronauts					Plan a sequence of instructions to move a sprite.	Create, debug and test programmes for sprites.	Work with input and output. Use repetition in a program.