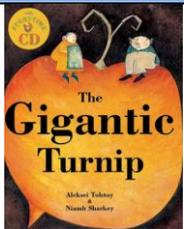


Curriculum Information

Term: Autumn Term 1

Class/Year Group: Year 1 Wagtails and Squirrels

Inspiration/Theme: The Gigantic Turnip		Curriculum Driver: Science and Tech	Outcome of learning: <ul style="list-style-type: none"> • Story maps • Story based on the gigantic turnip shared with parents. • Magical animal using colour matching • Animal visitors centre where children show people around telling them about the animals. 	
Core texts/artefact/film		Provocation -Inspire, Immerse	Display outcomes	Topic specific speaking frames
 <p>Reading Skills:</p> <ul style="list-style-type: none"> • Be encouraged to link what they read or hear read to their own experiences • Become familiar with key stories and traditional tales and retell them. • Recognise and join in with predictable phrases. • Explain their understanding of what is read to them. 		<p><u>Hook/Super Starter</u></p> <ul style="list-style-type: none"> • Have some eggs in the classroom and they are our to look after. <p><u>Trips/Visitors/Marvellous Middle</u></p> <ul style="list-style-type: none"> • Hatching of the eggs. <p><u>Celebration/Fabulous Finish</u></p> <ul style="list-style-type: none"> • Create an animal visitor centre with the wooden animals. Children run their own “animals visitor centre” 	<p>Display of the children’s stories and story maps..</p> <p>Paintings of plants, vegetables, animals</p> <p>Wooden sculpture of an animal on display.</p>	<p><u>Language of comparison</u> They are the same because..... They are different because..... They are alike because they are both.....</p> <p><u>Language of deduction</u> I think that I think that because.....</p> <p><u>Language of description</u> They are They are because</p>
Topic Table	Role Play	Maths Challenge table	Home Learning	
<p><u>Key questions</u> What animals are in the story? What do they eat? Are they carnivores, herbivores or omnivores? How would you group them? What is the same? What is different? How are they similar?</p> <p><u>Key images/artefacts</u> Copy of Gigantic Turnip Some animals from the book. Stuffed animals. Plant growing. Writing frames linked to key questions with a finished example.</p> <p><u>Key vocabulary</u> Carnivores, herbivore, omnivores, compare, group</p>	<ul style="list-style-type: none"> • Grocery store • Garden centre (outside) • Puppet Theatre (Inside and Outside) • Small world (story boxes) linked to Gigantic Turnip. • Musical role play (on staging) 	<p><u>Key questions</u> Can you count to 10? What makes 10? Can you count back from 10? Which is biggest? Which is smallest? Can you identify the missing number? Can you write a curved number? Can you write a number with a straight edge?</p> <p><u>Key images/artefacts</u> Tens frame, numicon, baskets of 10, objects (lentils and beans), number cards</p> <p><u>Key vocabulary</u> Whole, part, count, bigger, smaller, forwards, backwards.</p>	<p>Read and share familiar and traditional stories at home. Notice different types of animals e.g. fish, amphibians, replies, birds and mammals. You might like to visit a local farm or zoo.</p> <p>Count in 1s forwards and backwards to 10.</p> <p>Weekly home learning: Change your child’s reading books every Friday and read with your child daily.</p> <p>Spellings/key words will be given out each week. Please practise them daily.</p> <p>Practice finding numbers that make 10 (a workshop will be held early in term 1 to support with maths basic skills).</p> <p>Home work will be set on a Friday and is due the following Wednesday.</p>	

English	Maths	Science	PE
<p>Outcome of learning:</p> <ul style="list-style-type: none"> The children will publish their own story based on the Gigantic Turnip. <p>Key Skills:</p> <ul style="list-style-type: none"> Say out loud what they are going to write about. Compose a sentence orally. Sequence sentences Discuss what they have written with adults and peers. Leave spaces between words, use capital and full stops. Form lower case letters in the correct direction. Sit correctly at a table and hold a pencil correctly and comfortably. 	<p>Outcome of learning:</p> <ul style="list-style-type: none"> The children will be able to order recognise and count to ten <p>Key Skills:</p> <ul style="list-style-type: none"> Count accurately forwards and backwards to 10 Count objects to ten Understand ways to make ten. 	<p>Outcome of learning:</p> <ul style="list-style-type: none"> Label describing a familiar animal they have made out of wood. The children will have worked scientifically by thinking about how to observe, compare and group different animals <p>Key Skills:</p> <ul style="list-style-type: none"> Identify and name common animals including fish, amphibians, reptiles, birds and mammals. Identify and name animals that are carnivores, herbivores and omnivores. Describe and compare the structure of a variety of animals. 	<p>Outcome of learning:</p> <ul style="list-style-type: none"> Children will learn key physical skills of running through the sport of football. Perform a superhero themed dance. Children will perform an animal themed dance <p>Key Skills:</p> <ul style="list-style-type: none"> Running: in a straight line and change direction. Know what to wear to be safe when doing physical activity. Children can say please and thank you Sequence movements including travel, balance, stillness, jumping and landing. Evaluate a piece of work and use vocabulary such as high, low, fast and slow to describe a dance.
Art	RE	Music	Geography/History
<p>Outcome of learning:</p> <ul style="list-style-type: none"> Children will produce a painting of a familiar plant or animal <p>Key Skills:</p> <ul style="list-style-type: none"> Identify and make primary and secondary colours. Make marks and explore line and tone. 	<p>Outcome of learning:</p> <ul style="list-style-type: none"> Children will become more aware of their own and others sense of belonging valuing difference and diversity. <p>Key Skills:</p> <ul style="list-style-type: none"> Think about aspects of identity shown in the community and family and the choices they make. Listen to religious stories about who we are and talk about some beliefs linked to these stories. Discover that some objects are special because they can help us answer the question “who am I?” 	<p>Outcome of learning:</p> <ul style="list-style-type: none"> Children will perform songs to an invited audience <p>Key Skills:</p> <ul style="list-style-type: none"> Follow pitch and patterns in music Choose a suitably pitched instrument to represent an animal Write own notation to represent pitch 	<p>Outcome of learning:</p> <ul style="list-style-type: none"> Children will be able to name and identify physical and human features in the school grounds.. Create a timeline showing when they were born to present day. <p>Key Skills:</p> <ul style="list-style-type: none"> Name and identify human and physical features. Understand chronological order. Explain what changes over time.
Computing	PSHE	DT	MFL
<p>Outcome of learning:</p> <ul style="list-style-type: none"> Children watch clips of video about animals and know how to use Hector. Children will complete an acceptable use charter. <p>Key Skills:</p> <ul style="list-style-type: none"> Children use technology respectfully and safely. 	<p>Outcome of learning:</p> <ul style="list-style-type: none"> Children will make a class charter and explore their place within the classroom and school community through circle time. <p>Key Skills:</p> <ul style="list-style-type: none"> Understand the school charter and school rules. Understand their place within the school. Understand they have a voice within the school and class context. 	<p>Outcome of learning:</p> <ul style="list-style-type: none"> Children will create an animal of their choice using a range of materials <p>Key Skills:</p> <ul style="list-style-type: none"> Develop ideas through drawing and talking Practise different fixings Select appropriate materials and fixings 	<p>Outcome of learning:</p> <ul style="list-style-type: none"> Children will count to ten in French. <p>Key Skills:</p> <ul style="list-style-type: none"> Children will complete the register in French. Children will count to ten in French through number games.

