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
5th November Library morning Emerald class
6th November Individual and Sibling photos
TBC Trip to the Little V&A
11th November Remembrance Day
11th November Anti-Bullying week
12th November Library morning Jade class

15th November Children in Need
13th December Winter Fair
17th December Nativity
18th December Christmas Dinner and Jumper Day
20th December End of term and half day

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.

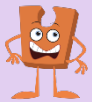
Children will be identifying similarities and differences in their lifetime in comparison to their grownups.
They will explore the similarities and differences between the toys from the past and modern day and how they have changed overtime.

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: Games
The unit of work will develop pupils' ability to apply simple principles of attack vs defence, with a particular focus on creating simple tactics to win the game. The children will develop their understanding of how, where and why to attack and defend in a game.
Indoor: Dance
Children will work collaboratively to compose a paired / groups dance, using a variety of compositional techniques to structure a dance from a given stimulus.

DT: Mechanisms – Shoe Box.

Children will be designing, making and evaluating a shoe box toy. Their focus will be on creating a pulley mechanism that will allow the load it is holding to move upwards and downwards.

Music

Children will learn songs about toys. They will learn a simple instrument part using the glockenspiel and perform as a part of an ensemble.

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

The children will continue to consolidate their learning on how to greet and introduce themselves, to talk about their feelings and numbers 1-7. As new learning, they will be learning the names for body parts and parts of the face. To build on their knowledge of number, the children will learn to count to 10. To finish the year, the children will be learning about Spanish Christmas traditions.

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.