English

Reading

- Develop phonics using the soundswrite programme
- Practise and develop the 3 skills of blending, segmenting and phoneme manipulation
- Read and re read phonic -appropriate books from the initial code and extended code
- Read common 'exception' words
- read some common exception
- listening to and discussing a range of poems and stories.

Writing

- form lower-case and capital letters.
- form digits 0-9
- saying out loud what they are going to write about
- composing a sentence orally before writing it
- sequencing sentences to form short
- re-reading what they have written to check that it makes sense

Grammar

- punctuate sentences using a capital letter and a full stop.
- using a capital letter for names of people and the personal pronoun 'I

Speaking and Listening

- listen and respond appropriately to adults and their peers
- ask relevant questions to extend their understanding and knowledge

Number

- Count to ten, forwards and backwards, beginning with 0 or 1, or from any given number.
- Represent number bonds within 10.
- Add and subtract one digit numbers (to 10), including zero.
- Read, write and interpret + and problems.
- Use concrete objects and pictorial representation to solve problems.

Science

identify and name a variety of common animals

- Woodland, Arctic and Antarctic animals. identify and name a variety of common animals that are

carnivores, herbivores and omnivores.

observe changes across the four seasons.

Geometry and Measures

Compare lengths and heights.

Numeracy

- sequence events in chronological order.
- Recognise 2D shapes.
- recognise and know the value of different denominations of coins and
- emotions.
- Utilising De Bono's thinking hats to make decisions and solve problems.
- Neuroscience-Basic functions
- Neurins How de we build neural pathways?

Thinking Hats

- Recognise and manage
- How do we learn?
- of various parts of the brain
- Mistakes are integral to our

Changes within living memory. Children to make comparisons between now and then in terms of their own life and historical events.

History

The land of ice and snow – research explorers who have made discoveries in Antarctica, such as Sir James Clark Ross.

Computing (KS1)

- Successfully use a school computer, logging on and off correctly.
 - use technology purposefully to create, organise, store, manipulate retrieve digital content
 - recognise common uses of information technology

Design & Technology

generate, develop, model and communicate their ideas through talking, drawing, templates etc used often in STEM learning.

Art & Design (KS1)

experiences and imagination

to use drawings to develop and share their ideas,

to develop a wide range of art and design techniques in

using colour, pattern, texture, line, shape, form and space

- select from and use a wide range of
 - build structures, such as the big bad mouse trap rom the Gruffalo.

Geography (Y1)

- name and locate the world's seven continents and five
- use basic geographical vocabulary to refer to:
- key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, season and weather.
- use world maps, atlases and globes to identify the countries, continents and oceans studied at this key stage. - Antarctica.

Modern Languages

Lingotots - French

Music (KS1)

- Use their voices expressively and creatively by singing songs and speaking chants and
- Nursery rhymes
- Halloween songs
- Christmas
- Play tuned and untuned instruments musically, to accompany many different Christmas songs etc.

Physical Education (KS1)

- master basic movements including running, jumping, throwing and catching.
- Perform dances using simple movement patterns, the children will learn a dance as a whole year group and work carefully to keep the rhythm and beat and create a performance.

Religious Education

- Durham R.E. agreed syllabus Rights Respecting values
- Christianity.
- Celebrating Harvest and Christmas