

**Wheels, Wings and Water!**

Key Stage 1

Autumn 1 2024

**English**

**Writing**

* Key skills – focussing on consistent sentence punctuation, including capital letters and full stops, and enhancing these with the use of adjectives.
* Handwriting – focussing on correct letter formation, size and relationship to capital letters, and developing our joined script.
* Fiction – using adjectives and other writing skills, to write our own stories and rules.
* Non-fiction – learning about Amelia Earhart as the first female aviator to cross the Atlantic Ocean, and writing about her life and achievements.

**Spelling**

* Following the Twinkl phonics programme.

**Reading**

* Whole class reading activities linked to our focus text, focussing on our understanding of text.
* Continuing to use our phonic skills to decode new words, and use word patterns to help us with this.
* Using our inference skills to deduce information about the characters in our story, the things they do and why.

**Mathematics**

**Year 1**

* Count to 100 beginning with 0 or 1, or from any given number.
* Read numbers from 1 to 20 in numerals.
* Given a number, identify one more and one less.
* Identify and represent numbers using objects and pictorial representations.
* Sequence events in chronological order using language such as before, and, after, next and first.
* Represent and use number bonds and related subtraction facts within 20.
* Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.
* Recognise and know the value of different denominations of coins and notes.
* Compare, describe and solve practical problems for lengths and heights.
* Read, write and interpret statements involving addition (+), subtraction (-) and equals (=) signs.

**Year 2**

* Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
* Read and write numbers to at least 100 in numerals and in words.
* Identify, represent and estimate numbers using different representations, including the number line.
* Compare and order numbers and lengths from 0 up to 100, use < , > and = signs.
* Count in steps of 10 from any number, forward or backward.
* Given a number, identify one/ten more and one/ten less.
* Recognise the place value of each digit in a two-digit number (tens and ones).
* Add and subtract 2-digit numbers using concrete objects, pictorial representations and mentally.
* Estimate and measure length/height (cm) using rulers.
* Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.
* Find different combinations of coins that equal the same amounts of money.
* Solve problems involving addition and subtraction, using concrete objects and pictorial representations, missing number problems and money of the same unit.

**Science**

* Learning about everyday materials, their properties and their suitability for different jobs
* Carrying out investigations to find the best materials for different jobs.
* Finding out how some materials can be changed by squashing, stretching, twisting and bending.

**History**

* Timeline of the development of transport.
* Changes in cars since first invented.
* Wright Brothers and the first flight.
* Life, disappearance and impact of Amelia Earhart.

**Design and Technology**

* Designing a shoe box vehicle, making its wheels and axels and then evaluating our finished products, suggesting improvements for next time.

**R.E - God**

* Learning and understanding about God through the Christian parable of the Lost Son.
* Understanding how Christians show faith and love to God.
* Impact of God’s forgiveness on our lives and how we should forgive others.
* Learning about God’s justice and fairness through the story of Jonah.

**Computing**

* Understanding the computer agreement.
* IT skills logging in.
* Locating and using the letters of their name, and the space bar, shift, backspace, delete, enter on the keyboard.

**Music**

* Exploring timbre and dynamics through percussion instruments and musical games.
* Rehearsing and performing musical compositions using percussion instruments.

**P.E.**

* Gymnastics
* Playground games

**P.S.H.E.**

* Classroom rules, rights and responsibilities.
* Understanding the differences in relationships we have with special people in our lives.
* Friendship: how to be a good friend.

**Role Play/Small world Area:**

Cars, trains and planes.

**Vocabulary**

Materials, properties, wood, plastic, metal, glass, hard, soft, shiny, dull, waterproof, absorbent, bendy, rough, smooth, squash, bend, twist

Navigator, flight, transport, now, then, past, future, present, voyage