



Year 1 / 2 Autumn Curriculum Overview



Writing

Year 1

- Become familiar with key stories, fairy stories and traditional tales
- Retell stories and consider their particular characteristics
- Make inferences on the basis of what is being said and done
- Predict what might happen on the basis of what has been read so far
- Participate in discussion about what has been read to them

Year 2

- Discuss the sequence of events in books and how items of information are related
- Predict what might happen on the basis of what has been read so far
- Draw on what is already known or on background information and vocabulary provided by the teacher
- Make inferences on the basis of what is being said and done
- Participate in discussion about books, poems and other works
- Explain and discuss their understanding of books, poems and other material

Maths

Year 1

- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- given a number, identify one more and one less
- identify and represent numbers using objects and pictorial representations, and missing number problems such as $7 = \square - 9$
- add and subtract one-digit and two-digit numbers to 20, including zero
- recognise and name common 2-D and 3-D shapes, including:
- properties of shapes 2-D and 3D shapes

Year 2

- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens
- count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
- recognise the place value of each digit in a two-digit number (tens, ones)
- compare and order numbers from 0 up to 100; use $<$, $>$ and $=$ signs
- add and subtract numbers using concrete objects, pictorial representations, and mentally.
- identify and describe the properties of 2-D and 3D shapes, including the number of sides and line symmetry in a vertical line
- compare and sort common 2-D and 3-D shapes and everyday objects

Reading

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Science

Working Scientifically

- identifying and classifying
- gathering and recording data to help in answering questions
- observing closely, using simple equipment

Animals including humans

- notice that animals, including humans, have offspring which grow into adults
- find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
- describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene



Uses of everyday materials

- identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching



History

Guy Fawkes and the Gunpowder Plot

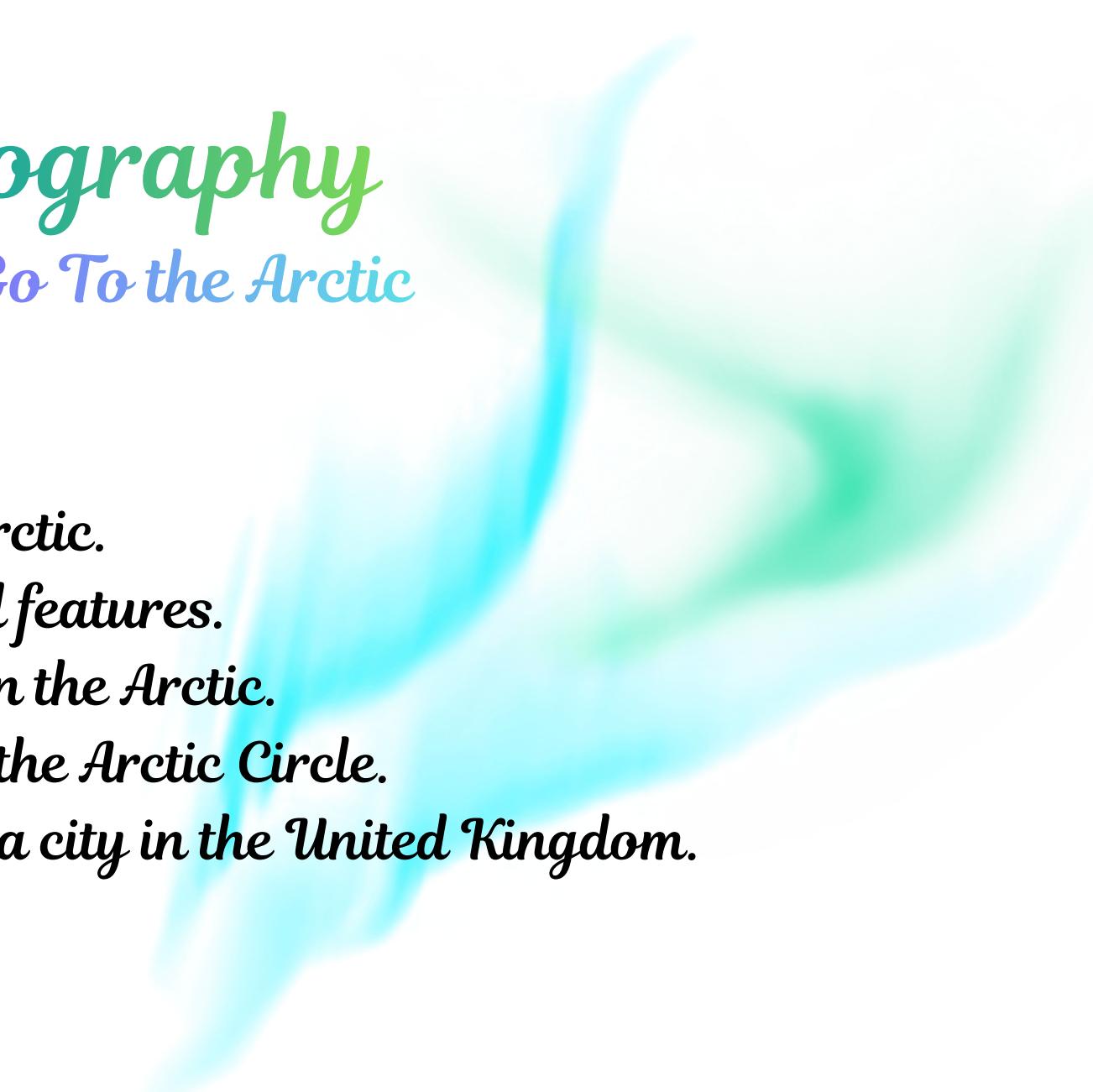
- Find out where and when the Gunpowder Plot happened.
- Find out about religion during the Stuart era.
- Find out who Guy Fawkes was, and how he became involved in the Gunpowder Plot.
- Retell the events of the Gunpowder Plot in chronological order.
- Explore why and how we still celebrate Bonfire Night.



Geography

Let's Go To the Arctic

- Explore the Arctic
- Explore the climate in the Arctic.
- Explore the Arctic's physical features.
- Explore the animals living in the Arctic.
- Explore cities and towns in the Arctic Circle.
- Compare an Arctic town to a city in the United Kingdom.
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Art

Yayoi Kusama

Learn about who Yayoi Kusama is.

Experiment with different techniques for creating polka dots.

Recreate a piece of artwork using collage.

Create a 3-D form from clay using the rolling technique.

Use paint to recreate a painting in the style of Kusama's pumpkins.

Design Technology

Delightful Decorations

- Explore different decorations
- Practise cutting skills
- Practise sewing skills
- Design a Christmas tree decoration
- Make a Christmas decoration.
- Evaluate a Christmas decoration.



PE



- I can roll a ball.
- I can throw and catch a ball.
- I can control a ball when kicking.
- I can use the skills I have learnt to play a game.
- make a variety of gymnastic shapes.
- travel and stop and link 2 shapes together with control.
- jump safely from the floor and apparatus with neatness and control.
- balance on large and small parts of my body neatly.
- Recognise good shapes and suggest improvements for others.
- roll with control in different ways.
- link a jump, roll and balance neatly.
- Create a sequence, as detailed in the pupil challenge.
- Evaluate my sequence from last week for improvement to the next level and to practise for performance.

Computing



- To use paint tools to draw a picture.
- To create a jigsaw using a digital device and share it so that others can play.
- To create a placing game in 2D1Y.
- To create images and use these to make a game.