


Archbishop Benson CE Primary School - Curriculum Overview

Year	1	
Term	Autumn 2	
Key Question	Where in the world is the Jolly Postman?	
Enrichment Activity	Cinderella Ball in hall Yr4 partners Seal sanctuary school trip	
Literacy links	<p>Writing letters Postcards Invitations</p> <p>Spoken Language</p> <ul style="list-style-type: none"> Maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas speak audibly and fluently with an increasing command of Standard English <p>Comprehension:</p> <ul style="list-style-type: none"> understand both the books they can already read accurately and fluently and those they listen to by drawing on what they already know or on background information and vocabulary provided by the teacher checking that the text makes sense to them as they read and correcting inaccurate reading <p>Writing Transcription:</p> <ul style="list-style-type: none"> Using the spelling rule for adding -s or -es as the plural marker for nouns and the third person singular marker for verb Spell common exception words Spell the days of week apply simple spelling rules and guidance, as listed in English Appendix 1 <p>Handwriting and Presentation</p> <ul style="list-style-type: none"> sit correctly at a table, holding a pencil comfortably and correctly begin to form lower-case letters in the correct direction, starting and finishing in the right place <p>Vocabulary and Punctuation</p> <ul style="list-style-type: none"> leaving spaces between words joining words and joining clauses using "and" beginning to punctuate sentences using a capital letter and a full 	

	<p>stop, question mark or exclamation mark</p> <ul style="list-style-type: none"> • using a capital letter for names of people, places, the days of the week, and the personal pronoun 'I' • learning the grammar for year 1 in English Appendix 2 •
Maths links	<p>Geometry - 2D and 3D shape</p> <ul style="list-style-type: none"> • Recognise and name common 2-D and 3-D shape including <p>Number and place value</p> <ul style="list-style-type: none"> • 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 • Given a number identify one more or one less • Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least • Read and write numbers from 1 to 20 in numerals and words
Science	
History	
Geography	<p>Sending a Jolly Postman to someone in a different part of the country or different part of the world</p> <ul style="list-style-type: none"> • Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment. • Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key. • Name and locate the world's 7 continents and 5 oceans • Name, locate and identify characteristics of the 4 countries and capital cities of the United Kingdom and its surrounding seas
DT	<p>Making healthy jelly</p> <ul style="list-style-type: none"> • Design purposeful, functional, appealing products for themselves and other users based on design criteria • Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. • use the basic principles of a healthy and varied diet to prepare dishes
Art & Design	<ul style="list-style-type: none"> • to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination • to use a range of materials creatively to design and make

	products
Music	<ul style="list-style-type: none"> • use their voices expressively and creatively by singing songs and speaking chants and rhymes • play tuned and untuned instruments musically
Computing	<ul style="list-style-type: none"> • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
PE	<p>Real PE:</p> <ul style="list-style-type: none"> • Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities • Participate in team games, developing simple tactics for attacking and defending
PSHE	Remembrance
RE	Incarnation Advent