

Medium Term Planning

Learning Journey Map

Term: Autumn 2

Weeks: 7

Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture

Curriculum Principles

Equality of Opportunity

Raising pupil aspiration through inspiration, enjoyment and fulfilment; Access to academic excellence; Opportunity to enhance and develop skills/talent; Developing dedication and resilience

Enquiry Based Learning

Creative thinkers; Real life challenge
Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills

Inspire awe and wonder

Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.

Sustainability

Emotional Intelligence; Love for learning and collaboration; Care for the environment and community; Fostering tolerance, understanding and empathy

Toys and colours are not stereo typed
Celebrations of festivals are as authentic as possible.
Religion treated with equal concern.

Exploring new toys
Discovering old toys
Children to try on space suits.

Bringing in their own favourite toy from home.
Art gallery at school.
Art visit by photographer.
Science dome.

Any Christmas decorations will be turned off when not in use.

Key Curriculum Areas:

History, Art and RE

Big Bang:

Science dome & children bring in toys/

Celebration

In school art gallery & Year group Nativity play.

School Trip/Special Events

Christmas

History

How do children play with toys?

To recognise the difference between past and present in their own and others' lives.

Old and new toys

To identify similarities / differences

Race to space between Russia and USA

To understand who the first astronaut in space was and what happened. Talking about new visits to the moon.

Moon landing

Apollo 11

Buzz Aldrin, Michael Collins,

To understand and explore the first moon landing.
To understand a significant person in history.

ART

Andy Warhol- Filters

Picture of favourite toy.

Use a variety of filters to change the look of their favourite toy.

Copying and pasting

Children to learn how to take photos and duplicate them on the computer.

RE: Christmas – Christianity

Learn the story of where the baby Jesus was born and who visited him.

Talk about carols Christians sing at Christmas.

Discuss how some Christians prepare for Christmas.

Talk about the Christian belief that Jesus is God's Son, given to the world. In school Nativity play.

YEAR 1

Title: Toy Story- To Infinity and Beyond!



Computing

We will be beginning to understand what algorithms are and that devices respond to commands.

We will also begin to understand how a computer processes instructions and commands (computational thinking) and that programs execute by following precise and unambiguous instructions

PSHE

Celebrating difference; celebrating me

To understand these differences make us all special and unique.

Music –

To learn songs and deliver a mini concert.

To learn a simple instrumental part.

(glockenspiel/chime bar)

English

Poetry

Free verse- poem about favourite toy.

Fiction

-Traction Man is Here by Mini Grey

-To write a character description about Traction Man.

- To orally retell and sequence a 5-part story.

- To write a narrative.

Describe Buzz Light Year from Toy Story.

Non-Fiction

-To create a class file based on the astronaut Buzz Aldrin.

-To use key vocabulary.

-To write simple sentences with finger spaces.

Recount

-Orally rehearse Beegu story.

-Write a diary entry.

-Spelling- Autumn 2 Spelling list.

-Handwriting: pre cursive

-Guided Reading: daily sessions teaching reading skills.

- **Phonics:** daily sessions teaching sounds.

Cross Curricular Links

New & Old Toys and The moon landing.

Maths

Place value- Count backwards from 10 to 0 from any given number.

Represent numbers from 0-10 in numerals and words.

Addition- Adding numbers using concrete objects.

Finding numbers bonds from 0-10.

Solve one step problems that involve addition.

Subtraction- Subtracting numbers using concrete objects.

Subtract one-digit numbers from two digit numbers.

Time- Sequencing events in chronological order.

Recognising language relating to days of the week.

Tell the time to the hour.

Recognise the hour hand and say o'clock.

Number – Fractions - To recognise $\frac{1}{2}$ as one of two equal parts.

To find $\frac{1}{2}$ of a shape.

Geometry- 2D shapes – Recognise and name common 2D shapes.

Identify circles, triangles, squares and oblongs (rectangles).

Recognise shapes in the environment.

PE outdoor – Games

PE indoor – Dance