

Science

Growth and change:

- Humans and animals – naming body parts and senses

Materials:

- **What materials are our toys made out of? Why?**
- Observing change across the four seasons

Maths

- Adding and subtracting using numbers to 20
- Finding the missing number in a problem e.g.: $5 + _ = 15$
- Making the same number in a variety of ways e.g.: $11 = 10 + 1$ and $11 = 9 + 2$ etc.
- Finding one more and one less
- Naming and describing 2D and 3D shapes

PSHE

Jigsaw: Being Me in My World. Making everyone feel welcome, how to work and play well with people.

RE

Autumn Festivals: Rosh Hashanah, Yom Kippur, Sukkot, Diwali, Hannukah, Christmas

Music

Rhythm and beat

Using voices expressively and creatively in songs, chants and rhymes linked to following themes:

- Ourselves, Our Bodies, Our School, Animals

English

Narrative:

- Write a simple narrative about going on a journey

Non Fiction:

- Write labels, lists and captions
- Follow and write a simple set of instructions

Texts:

Funnybones- Allan Ahlberg, I can be anything Don't tell me I cant- Diane Dillon, Ruby's Worry- Tom Percibal, Peace at Last- Jill Murphy

TIME TRAVELLERS



Computing

To learn safe and responsible internet use through the following units of Purple Mash:

- 1.9 Computing
- 1.5 Maze Explorers
- 1.1 Online Safety
- 1.2 Grouping/ Sorting

PE

Hockey – ball control, dribbling, passing and receiving

Gymnastics – spatial awareness, travelling, jumping, turning and twisting

History

Toys:

- Children look at toys they play with now
- Compare toys through recent history - parents/grandparents
- History Off The Page: Toys

Geography

Maps and keys

- Make maps of Merry Hill School and its surrounding area
- Identify places that are near or far away in terms of time
- Recognise geographical change over time

ART

- Looking at the work of an artist
- Forming opinions about art
- Exploring primary colours and colour mixing
- Creating work based on that of an artist

DT

Moving Pictures

Explore and use levers and sliders to create and evaluate own moving product