

Topic: Here We Are

Term: Autumn 2

	Week 8 30 <sup>th</sup> Oct	Week 9 6 <sup>th</sup> Nov	Week 10 13 <sup>th</sup> Nov	Week 11 20 <sup>th</sup> Nov	Week 12 27 <sup>th</sup> Nov	Week 13 4 <sup>th</sup> Dec	Week 14 11 <sup>th</sup> Dec
English	<b>CLPE text – Poems to Perform</b>	<b>CLPE text – Winter Sleep – A Hibernation Story</b>					
	See Autumn 1	Writing Outcomes ➤ Free verse poetry about winter ➤ Notes to record thinking and ideas ➤ Expressive writing in role ➤ Thoughts, ideas and inferences about characters ➤ Nature study drawings and annotations ➤ Referential writing – science experiment write up ➤ Explanation writing ➤ Instructions ➤ Storyboard for a picturebook narrative ➤ Own picturebook narratives					
	Read Write Inc – phonics, reading, handwriting, spelling, writing Storytime – Jack and the Beanstalk Poetry time – If I Were a Hawk						
MATHS	Number: Addition and Subtraction Represent and use number bonds and related subtraction facts within 10 Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. Add and subtract one digit numbers to 10, including zero. Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems.			Geometry: Shape Recognise and name common 2-D shapes, including: (for example, rectangles (including squares), circles and triangles) Recognise and name common 3-D shapes, including: (for example, cuboids (including cubes), pyramids and spheres.)		Consolidation and Assessment	
SCI	Seasonal change – change of day length Deciduous and evergreen trees Set up observation over time using leaves	Leaf observations	Making observations of the weather during the week	Identify and name a variety of common animals that are carnivores, herbivores and omnivores	Observations over time – autumn leaves		
	CLPE text – Winter Sleep – A Hibernation Story, science links - animals and habitats, carnivores, herbivores, omnivores, animal groups, seasonal change						
DT			Design a Christmas card using design criteria	Creating a product	Creating a product	Writing insert for Christmas card	
Computing			Unit 1.2 Grouping & Sorting To sort items using a range of criteria	To sort items on the computer using the 'Grouping' activities in Purple Mash.			

HIST	Guy Fawkes and The Houses of Parliament	Text – The Story of Winnie Remembrance					
GEOG		Name and locate the four countries of the United Kingdom	Identify characteristics of the four countries and capital cities of the United Kingdom	Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas			
		Use world maps, atlases and globes to identify the United Kingdom and its countries,					
MUSIC	Pulse, rhythm, pitch through Nativity songs						
	Knock! Knock! Tonight	Inn Keeper's Song Lullaby	It's a Baby Wise Men Three	We've Come To See The Baby Worship Song	Hallelujah	Nativity Rehearsals	Nativity Rehearsals
ART	Using chalk pastels – exploring techniques	Colours in the environment. Link to poppies and Remembrance Using chalk pastels	Christmas cards – talking about art and images Exploring Christmas artists' representations of the Nativity				
RE	Who's in your family? How are you like each other? How is our school like a family? (look at family/class photos)	What is the 'Nativity'? Who is Baby Jesus? Who is in his family?	Why did angels announce the birth of Jesus?	Who visited Baby Jesus? Are these important people too?	Is Christmas the same around the world? What about the Nativity?	Who are the important people in the Nativity story to me?	Nativity Performances
PSHE	The Same As	Different From	What is 'Bullying'?	What do I do about Bullying?	Making New Friends	Celebrating Difference Celebrating Me	
P.E. & GAMES	Sports Stars – Hockey	Dance – Fireworks Sports Stars – Hockey	Dance – Autumn Animals Sports Stars – Hockey	Dance – In search of Baby Jesus Sports Stars – Hockey	Dance – Gifts for a King Sports Stars – Hockey	Sports Stars – Hockey	Sports Stars – Hockey