


Year 1 Curriculum Overview

Autumn Term 1 Monsters

Topic Context	English	PSHE	Science	Art/DT	Computing	Geography	Visits/ Enrichment
<p>Max commands "Let the Wild Rumpus start!" and he and the other wild things swing and dance and march. Until Max remembers how hungry he is...</p> 	<p>Narrative: Moshi Monster handbook Where the Wild Things Are The Gruffalo Not Now Bernard</p> <p>Poetry: Monster Café – Rhyme World Monster Poems</p> <p>Recount: Children to write recounts of what they have done at the weekend thinking about these key questions: When you went? Where you went? Who you went with? What you did? How you felt?</p> <p>Handwriting – recap correct formations of upper and lower case letters. Children to sit correctly at a table, holding pencil comfortably and correctly.</p> <p>Spelling and Phonics: Recap phase 3 of Letters and Sounds. Introduce new phase 5 digraphs. Activities to help children identify digraphs. Blending and segmenting.</p>	<p>Relationships: To be familiar with and understand importance of the school Golden Rules.</p> <p>To understand the causes and effects of feelings of anger and conflict and how to deal with them appropriately. To speak in turns.</p> <p>To understand why empathy is an important and caring emotion. To listen carefully when others are speaking.</p> <p>To understand the importance of friendship, how to make friends and how to care for friends.</p> <p>To understand feelings of guilt, what causes them and how to deal with them.</p>	<p>Animals, including humans: Children will use the local environment to explore and answer questions about animals in their habitat. Children will become familiar with the common names of some fish, amphibians, reptiles, birds and mammals. Children will describe how they can group animals according to what they eat e.g. herbivores, carnivores, omnivores) Children will label parts of the Gruffalo's body.</p> <p>Seasonal Changes: Children will observe and talk about changes in the weather and the season.</p>	<p>Monster Paintings: To hold and use a paintbrush correctly. Experiment with colour.</p> <p>Monster Meal: To use thread, wool and fabric freely in pictures.</p> <p>Monster Model: To make 3D sculptures of monsters using a range of materials. To make representations selecting appropriate junk materials.</p> <p>Play-doh Monster: To make 3D sculptures using play-doh.</p> <p>Autumn Leaf Rubbings: Collect Autumn leaves and create wax rubbings.</p> <p>Sketching: To make observational drawings of leaves.</p>	<p>Basic Skills: Children will be given log on cards and will learn how to log on to the computer and how to use basic skills (i.e. Switching computer on and off, typing and mouse control).</p> <p>E-safety: Circle time on how to be safe on the internet (link to 'Hector's World').</p> <p>Programming: Bee-bots – Children will begin to explore the bee-bots and will learn how to program them with specific instructions. Children will learn how to describe what actions they will need to do to make something happen and begin to use the word 'algorithm'. Children will be introduced to the word 'debug' when learning how to correct mistakes during programming.</p>	<p>Settings – real and imaginary settings. Land/Sea monsters. Turf tray monster lands.</p> <p>Human and physical geography: Monster maps Monster Island – create own island. What does it need to have, what will it look like, transport on the island, how do the monsters live, etc. What are the features of an island? What are the differences between an island and mainland?</p>	<p>Gruffalo Trail – trip to Guisbrough woods to look at animals and their habitats.</p> <p>Music Drumming Workshop</p> <p>Parents Open Afternoon – phonics and reading activity.</p> <p>Peer Reading Partnership – every Friday children from Year 6 come and share books with our Year 1 children</p>

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