

## History

### TOYS

1. Describe the kinds of toys we play with today
2. Investigate the kinds of toys children used to play with (parents / grandparents); identify differences
3. Visit a toy museum to look at toys from the past in detail
4. Investigate what toys are made of (compare materials in old and new toys) - link with Science
5. Look in detail at the history of the teddy bear—have they changed and if so, why have they changed

## Science

### SEASONS AND MATERIALS

1. Understand and name the four seasons—Autumn, Winter, Spring and Summer
2. Collect weather data and be able to say that the different seasons have different kinds of weather
3. Investigate different kinds of materials and be able to sort them according to their properties
4. Investigate properties of materials by fair testing e.g. How waterproof are certain materials
5. Problem solving—which materials would make the best e.g. Shelters/houses

## Art and Design

### WEAVING

1. Look at types of cloth (linked to materials in Science) ; know some cloth is made by weaving
2. Explore weaving; understand warp and weft; experiment with different materials

## Toys

Year 1 Autumn Term

### Topic Overview



## Geography

### WHERE I LIVE

1. Describe the local area (shops, school, houses etc)
2. Use simple maps /aerial photographs to identify where the school is in the Burngreave area
3. Use simple maps/aerial photographs to identify where homes and shops are in the Burngreave area
4. Make simple maps of routes to school
5. Read and use symbols on maps of routes to school

## Design and Technology

### KITES

1. Investigate how kites are made, which materials and shapes used
2. Design a kite, labelling key points
3. Make and test kites, learning how to use tools safely
4. Test kites and be able to suggest improvements

## Computing

### ALGORITHMS

1. Know how to log on/off and be aware of the need to be safe when using the computer
2. Explore algorithms and know what they are
3. Be able to write a simple algorithm
4. Be able to use a simple algorithm
5. Be able to suggest improvements to an algorithm

## Physical Education

### GAMES AND GYMNASTICS

1. Develop skills relating to team games— including throwing , catching, running and jumping
2. Develop an understanding of the need to attack and defend within games
3. Play team games using the skills, being aware of other team members and co-operating with them
4. Develop balance and co-ordination skills
5. Create sequences of moves which demonstrate good balance and co-ordination

## Languages

### SPANISH

1. Be able to count to 20, name the months of the year, colours and parts of the body
2. Be able to ask and answer questions using the vocabulary learned



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**RE**

**ISLAM**

1. Learn about the places that are special to Islam
2. Understand what to make a pilgrimage means
3. Understand the importance of making the annual Hajj to Mecca

**PERFORMING ARTS**

**Music / Drama**

1. Be able to use voice expressively when speaking
2. Be able to sing in tune and with creativity
3. Be able to speak clearly and memorise chants and rhymes



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