

Extreme Explores

The main focus of the children's learning will be based around stories linked to the rainforest and the polar regions such as Augustus and his Smile and The Emperor's Egg. They will also be looking at non-fiction texts to find out about animals which live in these environments.



Art and Design

As *Artists*, the children will enjoy finding out about Rousseau and will use his painting 'Surprised' as inspiration for their own artwork.

They will have fun using their imaginations to create their own pictures of animals running through the rainforest.

Geography

As *Geographers*, the children will begin to understand how to use simple maps. They will create their own 'islands' using PE equipment to represent features i.e. volcano, river or forest and will then have the challenge of drawing their own maps.



Year 1 Autumn Term 2020



Areas of Learning

The learning in *English* will be based around hot and cold environments. Our writing this term will include short narratives, poetry, recounts, posters, instructions, lists, fact files and labelling.

When being *Mathematicians*, the children will be continuing to develop their understanding of place value and addition and subtraction, using numbers up to 10 then 20. They will also be exploring the features of 2D and 3D shapes and begin to count in multiples of twos and fives.

In PE the children will be practising gymnastic skills both on the floor and apparatus focusing on different travelling movements, balancing and also creating simple sequences. They will be developing their games skills through being involved in a variety of themes, such as pirates and jungles.

As *Historians*, the children will enjoy finding out about the polar explorers, Scott and Amundsen

As *Musicians*, beat and rhythm will be a focus. They will learn to listen to and appreciate a range of music including chants, songs and even a rap! They will enjoy the added challenge of adding percussion instruments to them.

As *ICT Specialists*, the children will begin to understand the idea of coding using Lego and recipes. They will then move on to creating algorithms to move characters on a computer screen and to move programmable toys around a grid.

As *Theologians*, Jewish values, festivals and buildings will be explored and compared to the Christian faith.

Science

As *Scientists*, the children will be finding out about British, rainforest and polar animals, focusing on habitat and diet. They will also enjoy the challenge of exploring floating and sinking.