

Computers – Online Safety	Music – Exploring Duration	Geography – Our School	Literacy - Dinosaurs
Use technology purposefully to create, organise, store, manipulate and retrieve digital content ~ Use technology safely and respectfully ~ Recognise common uses of information technology beyond school	use their voices expressively and creatively by singing songs and speaking chants and rhymes ~ play tuned and untuned instruments musically ~ listen with concentration and understanding to a range of high-quality live and recorded music ~ experiment with, create, select and combine sounds using the inter-related dimensions of music.	To develop knowledge of the location of significant places in the context of children's own locality ~ To use simple observation/fieldwork skills to study the immediate surroundings. In the context of children's own locality ~ To understand sense of place in relation to home and school in the context of children's own locality/school ~ To devise a simple map and use basic symbols in a key ~ To describe the location of features and routes on a map ~ To develop & follow directional vocabulary	Making predictions ~ looking at plots ~ character and setting ~ interpretations ~ retelling the story ~ Fiction and non-fiction ~ labels ~ informative sentences ~ Descriptive writing about environments ~ facts ~ labels ~ Recognising rhyme ~ poems ~ repetition ~ reciting poems ~ Planning and writing dinosaur stories ~ story maps ~ story structure
PSHE – Health & Wellbeing	<h1>Ourselves</h1> <h2>Squirrel Class ~ Autumn 1 2020</h2>		RE – Christianity: Leaders & Teachers
What helps us stay healthy? ~ being healthy, hygiene, medicines, people who help us with health			remember a Christian story and talk about it ~ use the right names for things that are special in a religion ~ recognise and talk about religious art, symbols and words ~ talk about things that happen to me ~ talk about what I find interesting or puzzling ~ talk about what is important to me and to other people.
Art - Portraits	French - Bonjour	Science – Animals Including Humans	Maths – Place Value
To develop a wide range of art and design techniques ~ To know about the work of a range of artists, describing the differences and similarities between different practices and disciplines ~ To know about the work of a range of artists ~ To develop a wide range of art and design techniques in using colour and pattern	<p>Greetings and nouns</p> <hr/> <p style="text-align: center;">PE</p> <p>Dance and Games perform dances ~ play competitive games- applying basic principles suitable for attacking and defending ~ develop flexibility, strength, technique, control and balance ~ compare their performances with previous ones</p>	To identify, name, draw and label the basic parts of the human body ~ To say which part of the body is associated with each sense ~ To perform simple tests and gather and record data to help in answering questions ~ To identify, name describe and compare the structure of a variety of common animals including, fish, amphibians, reptiles, birds and mammals including pets ~ Asking simple questions and recognising that they can be answered in different ways ~ To identify, name and classify a variety of common animals that are carnivores, herbivores and omnivores	Sort, count and represent objects, count forwards and backwards ~ Count one more one less, count objects, read and write numbers in numerals and words, represent numbers ~ Tens and ones (part-whole model) using addition, 1:1 correspondence, comparing groups and objects, place value charts, introduce <, > and = ~ Compare numbers, order objects and numbers, ordinal numbers, the number line ~ Recognising coins, county money, recognising notes, selecting money, part-whole model, addition symbol, adding together, add and subtract**, ten more and ten less**, add and subtract 10s** ~ Finding a part, subtraction breaking apart, fact families, finding number bonds, systematic methods, checking calculations

