

Year 1 Autumn 2

Working scientifically

During years 1 and 2, pupils should be taught to use the following practical scientific methods, processes and skills through the teaching of the programme of study content:

- asking simple questions and recognising that they can be answered in different ways
- observing closely, using simple equipment
performing simple tests
- identifying and classifying
- using their observations and ideas to suggest answers to questions
- Gathering and recording data to help in answering questions.

Science - Animals - Including humans

Pupils should be taught to:

- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
Identify and name a variety of common animals that are carnivores, herbivores and omnivores
- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)

Geography

Geographical skills and fieldwork

- Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human physical features of its surrounding environment.

Computing

- Create and debug simple programs

Computing - ongoing

- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

PE - ongoing

Pupils should be taught to:

- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these

in a range of activities

- participate in team games, developing simple tactics for attacking and defending
- Perform dances using simple movement patterns.

Design and technology - Ongoing

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Technical knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products

Music - ongoing

Pupils should be taught to:

- 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.

Seal - Getting on/Falling out

- I can tell you what being a good friend means to me.
- I can work well in a group.
- I can listen well to other people when they are talking.
- I know when I am starting to feel angry.
- I know what happens on the inside and the outside of my body when I start to get angry.
- I know some ways to calm down when I am starting to feel angry.
- I know how to make up with a friend when we have fallen out.
- I can use peaceful problem-solving to sort out problems so both people feel OK.