

Learning Overview – Key Stage 1 Years 1& 2 Hedgehogs

Autumn Term 2018 ‘Dragons and Knights’

History

- Asking and answering questions about life in medieval times.
- Finding out about the lives and roles of people who lived in a castle.
- Looking at different ways that historians find out about the past.

Geography

- Comparing the human and physical geography of where we live to the human and physical characteristics of China.
- Learning the capital city of England and the capital city of China.

Religious Education

- Listening to stories from the religions Christianity and Judaism and thinking about what the stories are teaching people
- Writing a story of our own which teaches a dragon to follow our class agreement.
- Reading our stories to our dragons.

Maths

- Securing accurate counting forwards and backwards up to 100.
- Securing fluent recognition of 1 and 2 digit numbers and how to write them.
- Recognising numbers when written as words.
- Counting in 2s 5s and 10s to help count groups of objects.
- Developing independence of using resources to help solve problems.
- Increasing fluency of known facts such as number bonds to 10.

Literacy

- Writing a story inspired by a Frog and Toad tale about two characters trying to discover if they are brave.
- Writing a set of rules for living and working in a castle.
- Joining two ideas in a sentences using ‘and, but,or,so’
- Starting sentences with capital letters and ending with full stops.

Handwriting

- Learning how to correctly shape and size letters in relation to each other.
- Developing fluency with using handwriting

Community & Citizenship

- Thinking about how to make our school and classroom a positive learning space by the way we treat each other.

Creative & Critical Thinking

- Thinking about creative ways to demonstrate scientific understanding in animations.
- Reflecting on how to make improvements to outcomes

Personal Development

- Thinking about our ways forward and how we can work to achieve them.
- Developing strategies to manage conflict and differences of opinion

Digital Application

- Using iPads to create an animation showing science learning.

Science

- Learning about predators, prey and food chains.
- Dissecting owl pellets to find out what they eat.
- Drawing conclusions about animals and whether they are carnivores, omnivores or herbivores.

Language

- Counting in French and learning familiar greetings and phrases.
- Singing familiar French songs.

Final Outcomes

- An animation showing the different ways of classifying animals.
- A traditional folk song performed to peers.
- A shield with children’s own coat of arms symbolising what is special to them.
- To create and publish a story to teach a dragon good morals and to print a title for our covers using the laptops.

Computing

- Learning how to use stop motion animation programs to make a simple animation.
- Becoming more independent with technology based problem solving.

Art & Design

- Using tools to print dragon scales.
- Creating collage knights using images and photographs for inspiration.
- Designing shields with symbols and images that are special to themselves.

Physical Education

- Developing key physical skills such as throwing, catching, skipping, balancing and endurance.

Drama & Dance

- Learning a traditional folk dance.

Music

- Listening to traditional folk music from medieval times and finding out about the instruments that were used.
- Singing a range of 1 and 2 part songs, learning to sing in unison and harmony.

Design & Technology

- Developing independent construction techniques using.
- Making a Chinese dragon using paper folding techniques.