

Curriculum Overview for Our Home – Autumn Term Year A

English

During this term we will be writing various different text types; stories with a familiar settings, an information text about animals, star poems, instructions and a Christmas Story. Across these text types, we will be looking at various grammar features such as coordinating conjunctions, simple subordinating conjunctions, simple noun phrases, exclamation sentences, finger spaces in our writing and the accurate use of capital letters and full stops.

Design Technology (DT)

We will design and make our own felt pouch and a sock snowman.

Art & Design

We will draw landmarks from around the village. We will design and make printed wrapping paper and a Christmas card.

Maths

At Ashill we run a cyclical program in maths where each term we revisit some of the major content in the curriculum. This term we will be looking at place value, doubling and halving, addition and subtraction, multiplication, division, data, money, time and shape and weight.

History

We will be learning about the history of Ashill village, the Gunpowder plot as well as the lives of significant people like Lord Nelson.

Music

In Autumn 1 we will be looking at creating a piece related to animals and in Autumn 2 we will be learning about folksongs.

PE

During Autumn 1 we will focus on ball skills. In Autumn 2 our focus will be learning about dance.

PSHE

We will start this term by exploring ourselves. We will then move on to look at our family before learning about money in Autumn 2.

Science

In the Autumn term we will be learning all about animals including humans. We will learn to name, categorize them, find out about their diets and habitats before learning about animal lifecycles.

Religious Education

We will be exploring the following big questions, 'What do my senses tell me about the world of religion and belief?' looking at Hinduism, Judaism and Christianity and then What can we learn about Jesus from the Nativity story?

Geography

We will be able to find Norfolk, Ashill and familiar local towns and villages on a map. We will create simple village maps using a key and using key geographical language.

Computing

To begin with, we will be exploring the use of digital painting before moving onto a unit on digital photography.