Learning Overview/Curriculum MAP   Key Stage 1: Years 1,2   Autumn Term 2019
Theme: Night on a Bare Mountain (monsters)

HISTORY
Museums
Timelines
Mary Anning – Fossil

GEOGRAPHY

RE
What do Christians believe God is like? (Y1)
Why does Christmas matter to Christians? (Y1 / 2)
Who is a Muslim and how do they live? (Y2)
Who is a Muslim and how do they live? (Y2)

MATHS
Yr 1 – Place value – 1 more, 1 less
Read, write and recognise numbers to 100
Yr2 – Recognise the place value of each digit in a two digit number.
Add and subtract two 2 digit number
Recognise simple fractions.

LITERACY
Not Now Bernard – Y1
The Day Louis Got Eaten – Y2

Writing for a purpose – invite parents to a Night Time Monster Walk

LANGUAGE
Development through song lyrics and artwork.

COMMUNITY AND CITIZENSHIP
Harvest Lunch for Open the Book
Community ladies to sew
Reducing plastic
Christingle

PERSONAL DEVELOPMENT
New Beginnings
Class charter and reward

CREATIVE AND CRITICAL THINKING
Is silence a sound? Can you hear silence?
Is an egg alive?
Whats the most important part of a dinosaur?

DIGITAL DIMENSION
Create a video to advocate no plastic in packaging.

SCIENCE
Identify and name a variety of common wild and garden plants
Explore and compare the differences between things that are living, dead, and things that have never been alive
- identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other
- identify and name a variety of plants and animals in their habitats, including micro-habitats
- describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

CREATIVE OUTPUTS
Making a monster puppet.
Composing music with a monster theme

COMPUTING
Creating a video using puppets

MUSIC
Listening and responding to 'Night on a Bare Mountain'.
Composing Monster Music.
Singing – Christmas Songs

ART AND DESIGN
Create a clay monster.
Printing in clay – fossils and dinosaur foot prints.

PHYSICAL EDUCATION, DRAMA AND DANCE
Balance – In pairs
Ball skills -

DESIGN AND TECHNOLOGY
Design, make and evaluate a monster puppet.