

### As Scientists we will...

Develop our scientific enquiry skills, creating and investigating questions about materials.

Identify different materials and their different properties.

Investigate the different uses for materials.

Learn about autumn and the weather associated with this season. We will also investigate how daylight hours change.

### As Historians we will...

Develop our understanding of toys and games from the past by looking at artefacts and pictures.

Identify similarities and differences between toys and games from the past and present.

Sequence toys from past to present on a timeline in chronological order.

Compare how toys for rich and poor children differed in the past.

### In the Arts we will...

Explore and evaluate a range of structures in DT focusing on the materials and joins used.

Design, make and evaluate our own workbench for an elf workshop, using a range of tools and equipment.

Compose sounds and rhythms linked to toys in music.

Identify different materials of toys and compare them to percussion instruments.

### Key Vocabulary

electronic mechanical invention

old-fashioned modern

games toys

## Year 1 - Autumn 2 2023 Fun and Games, Now and Then!



### In Jigsaw we will...

Explore the theme, 'Celebrating Difference'.

### In RE we will...

Continue to explore the question,  
'Who belongs?'

### In PE we will...

Learning the modern Japanese martial art Judo.

### As Readers we will...

Take part in daily Read, Write Inc. session. We will clarify new words, make predictions, summarise what we have read, as well as ask and answer questions about what we are reading.

### As Writers we will...

Read and write shape poems. Plan and write a short narrative. Plan and write a set of instructions.

### As Mathematicians we will...

Partition numbers using a part whole model.

Find one more and one less of numbers.

Understand and use ordinal numbers.

Explore and identify 2D and 3D shapes.

### In Computing we will...

Develop our knowledge of how to use technology respectfully and responsibly, including on apps, games and websites.

We will use ipads to explore different apps and create a digital visual project.