

# Curlews - Half Termly Overview – Autumn 1 2023 – How does it work?

CORE SUBJECTS (SEE WEEKLY PLANS FOR MATHS AND ENGLISH OUTCOMES)				
	Maths	English	RE 1.1 Harvest: How can we help those who do not have a good harvest?	SCIENCE Everyday materials
04.09.23	Getting to know you	Poetry, Songs and Rhymes	To understand that the food we eat is harvested and shared around the world.	To assess and review prior learning of everyday materials and their properties.
11.09.23	Place Value	Story with a familiar setting	To know that Christians believe that helping others is part of putting their faith into action.	To identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.
18.09.23	Place value	Story with a familiar setting	To know about Christian charities that are helping people who live in poor countries.	To distinguish between an object and the material from which it is made by naming objects and identifying the material which they are made from.
25.09.23	Length and Mass	Story with a familiar setting	To explore the Jewish festival of Sukkot.	To distinguish between an object and the material from which it is made by looking and touching different materials.
01.10.23	Addition and Subtraction	Story with a familiar setting	To talk about the ways in which Jewish people celebrate harvest.	To describe the simple physical properties of a variety of everyday materials by testing different objects
08.10.23	Addition and Subtraction	Non – Fiction – Information Text	To understand that Christians believe it is good to say thank you to God for the harvest.	To perform simple tests to find out which material would be suitable to make an umbrella from.
15.10.23	2-D and 3-D Shape	Non – Fiction – Information Text	To talk about the harvest festival celebrations that take place in my school.	To compare and group together a variety of everyday materials on the basis of their simple physical properties by sorting objects.

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FOUNDATION SUBJECTS									
	Creative Curriculum				Other curriculum subjects				
	History A history of transport	Geo MAP MAKE RS	Art DIGITAL MEDIA	DT MECHANISMS	Computing Online Safety Unit 1.1	PE EYFS – how to catch a star Year 1 – underarm throw.	Music Everyone - Having fun with improvisation	PSHE Me and My Relationships	French (Y3)
04.09.23	To assess and review prior learning of transport and travel. Can the children talk about journeys they have been on?	To be taught next half term.	To assess and review prior learning of producing computer art.	To be taught next half term.	To log in safely and understand why that is important. To create an avatar and to understand what this is and how it is used.	To balance on small and large body parts in the shape of a star.	To move in time with a steady beat.	To talk about similarities and differences.	
11.09.23	Identify modern forms of transport and investigate what people used before cars, trains and planes.		To use technology purposefully to create computer art in the style of Pontillism		To be able to create a picture and add their name to it. To save work to the My Work area and understand this is a private space.	To send a ball/ throwing equipment with increasing accuracy.	To find the pulse of the music by moving my body.	To name special people in their lives.	
18.09.23	To ask and answer questions, to show that they know and understand key features of events in the context of finding out about the Viking longboats and how they were used effectively.		To use a range of tools in a computer program to reproduce computer art in the style of Mondrian.		To learn how to find saved work, open messages from the teacher and search Purple Mash to find resources.	To jump and land appropriately.	To listen to, copy and repeat a simple rhythm through call and response.	To describe different feelings. To identify who can help if they are sad, worried or scared.	
25.09.23	To develop an awareness of the past, through finding out about changes within living memory in the context of discussing how travel and transport was different in the past.		To make and edit shapes to create a piece of computer art in the style of Picasso.		To become familiar with the resources in the Topics section of Purple Mash. To start to add pictures and text to work.	To climb under, over and through climbing equipment.	To listen to, copy and repeat a simple melody using my voice.	To talk about when they feel unsafe or unhappy. To name the people who will help them.	
01.10.23	To develop an awareness of the past, through finding out about changes within living memory and to develop an awareness of the lives of significant individuals in the past.		To change the shade of a colour for effect using tools in computer art in the style of Monet.		To explore the Tools section of Purple Mash and to learn the common icons used for save, print, open, new. To explore the importance of logging out when work is finished.	To practise throwing overarm.	To understand that the pulse or beat of the music is like a heartbeat that doesn't stop.	Understand that classroom rules help everyone to learn and be safe.	
08.10.23	To compare and contrast stories and figures from the past.		To retrieve a file to edit in a computer program and add effects in the style of Andy Warhol.		To use digital technology to share work on Purple Mash. To refine searches using the Search tool.	To send and throw a ball with increasing accuracy.	To understand and demonstrate that rhythm is a pattern of long and short sounds which are performed over the pulse of the music.	Demonstrate attentive listening skills.	
15.10.23	To develop an awareness of the past, through finding out about changes within living memory in the context of discussing how travel and transport was different in the past and will continue to develop in the future in comparison with present day.		To use a range of skills to create a piece of computer art.		To introduce email as a communication tool using 2Respond simulations. To understand how we talk to others when they are not there in front of us.	To revise fundamental movement skills covered in this unit.	To sing high or low sounds demonstrating an understanding of pitch.	Suggest simple strategies for resolving conflicts.	
22.10.23	To assess and review learning. Can children identify different ways in which travel and transport has changed from past to present.		To assess and review learning. Can children use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of using a computer program to recreate an artistic style?		To understand that information put online leaves a digital footprint or trail. To identify the steps that can be taken to keep personal data and hardware secure.	To assess and review learning. Can children throw overarm with increasing accuracy?	To assess and review learning. Can children experiment with, create, select and combine sounds using the inter-related dimensions of music.	Give and receive positive feedback and discuss how this makes them feel.	