

Year 1: Toys

1. Key Vocabulary

English — large, little, modern, old, long, tiny, adorable, beautiful, bright, exciting, shiny, strange

Maths — numeral, number sentence, minus, sort, place value, equal(s), measure, groups, o'clock, problem, penny/pence, share, whole

Science— visual, experience, resources, label, medical, sense(s), equipment, investigation, instructions, conclusion, material, properties

Humanities — history, century, 20th century, timeline, Victorian, after, then, present, world, continent, country, atlas, leisure Asia, America, Europe, Africa, Antarctica, Australia

RE — belonging, family, worship, society, community, naming ceremony, identity, celebration, decorations, festival, birth, star, beginning, journey

PSHE — identity, personality, unique, teamwork, kindness, listening, rules, achievements, celebration, difference, similarities, bullying, teasing, cyberbullying, ethnic, foundation, diversity

Art — sketch, narrow, thin, thick, faint, straight, bold, soft, detail, broad, fuzzy, variety

DT — join, making, cut, glue, product, frame, recycle, build, upright, safety, supported, unsupported

Spanish — Hola, buenos días, buenos tardes, buenos noches, adiós, qué tal?, fenomenal, mal, como te llamas? me llamo, ¿cuantos años tienes? tengo _____ años, uno, dos, tres, cuatro. cinco, seis, siete, ocho, nueve diez.

Computing — programme, test, device, input, save, keyboard, rules, esafety, email, spacebar, delete, enter, internet, permission

Music — Musical direction: Louder, Softer, Slower, Faster. Counting in, clapping in time, tempo, pitch, volume, performing, convincing, express, develop

PE — Body parts, Speed, sideways, pull, push, extend, space, maximum, bullseye, shot, draw (tie), skill

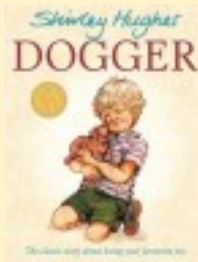
3. English

Labels and captions tell us information about an object (for example, a toy in a museum).

Stories can be written about places we have been to (Lost in the Toy Museum by David Lucas and Dogger by Shirley Hughes) .

Rhyming can be used in poems where the sounds at the end of the words are the same.

Phonics can help us to hear when the sounds are the same.



2. Curriculum Knowledge

- To recognise numbers up to 100 and use the four operations (add, subtract, multiply and divide) to solve practical problems.
- To name and describe 2D and 3D shapes.
- To use resources (number line, objects) to explain how I solved a problem and to recognise UK pound coins and notes.
- To tell the time to the hour and half past.
- To name and label parts of the human body and link senses to different body parts.
- To observe how seasons change.
- To describe properties of everyday materials.
- To rewrite the ending of a story.
- To write a rhyming or descriptive poem.
- To write labels and captions.
- To draw a toy and explore a variety of techniques using drawing, painting and sculpture.
- To design and make a free-standing playground equipment.
- To explore how toys have changed over time, compare recent toys with past toys and learn about significant individuals (Inventors of toys)
- To use maps, atlases and globes to name and locate countries and locate different features on a map by using a compass.



	Enterprise	Communication	Well-Being	Possibilities	Environment
Drivers:	We will be learning about how money is used to buy and sell things. We will be looking at how toys have been invented and designed in order to function and appeal to children.	We will explore a variety of genres in English. We will explore different ways of communicating. We will encourage children develop sentence structure, formulate sentences and explain their understanding.	There will be a strong focus on PHSE. We will look at ways of expressing our feelings and making and sustaining friendships. We will look at key figures in society.	We will be learning about the careers of Louis Braille and James Dunlop and their innovation and contribution to science and the wider world. We will look at different inventors of toys and career possibilities that stem from the creation of toys.	We will be exploring the geographical features of the four countries of the United Kingdom. We will look at how our choice of materials can help protect the environment.

4. Maths

We will count, read and write numbers in numerals to 20 and beyond. We will start to write numbers in words.

We will practise the 4 operations: addition, subtraction, multiplication and division using concrete strategies.

We will explore the properties of 2d shapes.

We will recognise UK coins and explore the use of money.

We will learn to read the time to the hour and half hour.

We will measure the length and height of objects.



5. Science

The inventions of Louis Braille and James Dunlop have developed our scientific thinking and our everyday life.

Objects are made from different materials and we can name and describe the properties of these materials. Materials can be man-made or natural (e.g. Teddy bears are made of fabric)

Materials can be grouped together based on their properties.



6. History/ Geography

Toys have changed, evolved and developed in different ways over time.



Recent toys (living memory) are different from old toys from family members (changes in living memory).

Maps, atlases and globes are used to identify countries around the world, as well as the United Kingdom and its countries.



We can explore the physical and human geographical features of different countries and compare these.



Different features and routes can be located on a map using different compass directions (North, South, East and West).

10. Spanish

We will learn basic greetings and how to respond to these greetings. We will learn practically by greeting each other. We will be able to say what their name is and ask someone their name.



We will revisit greetings and then learn the numbers to 10 in order to ask and answer the question of how old we are.



7. RE

We will be developing our understanding of what it means to belong and how Christian, Sikh, Muslim and Hindu children are given a sense of belonging as they are welcomed into these religions.



We will be learning about the birth of Jesus and the Festival of Christmas.

We will be learning about The Bible, which teaches about Jesus and how the Bible is a sacred text for Christians.



8. PSHE

We will be thinking about the children's own identity, what they are like and why this makes them unique and special. We will be reflecting on what the children are good at and what they would like to achieve in year 1.



We will be identifying ways in which they are similar to and different from their classmates. We will have the understanding of fairness and the concept of bullying and why it is unacceptable.



11. Computing: Programming, coding and controlling devices.

We will be learning about what algorithms are and how to implement these on a digital device. We will write, test and improve simple programmes using the Beebot to move the devices. We will use logical reasoning to predict the behaviour of the Beebot.

Digital Literacy

We will look at different uses of technology in and outside of school and communicating with a toy over a class email address, using technology safely and respectfully.

9. Art/ DT

We will draw our own toys and create a "Lost in the Toy Museum" artwork.

We will use experiences and ideas as inspirations for our art work, share ideas using drawing, painting and sculpture and explore a variety of techniques.



We will design and make free-standing play ground equipment inspired by playground toys past and present.

We will develop ideas based on the equipment that we like and consider resistant materials and appropriate structures



12. Music

We will practice learning different songs. We will explore songs related to our topic for this term. We will use our bodies to compose a piece of body percussion. We will focus on musical language such as, rhythm, pitch, pulse and tempo.



13. PE

Fundamental Movement and Spatial Awareness

We will participate in team games, developing simple tactics for attacking and defending.

Dance - Magic Toy Shop and Games- Rolling and Teamwork

Perform dances using simple movement patterns.

