



<p><u>Mathematics</u></p> <ul style="list-style-type: none"> Counting Place value Numbers more and less Using < > = Addition and Subtraction Shape 	<p><u>English</u></p> <ul style="list-style-type: none"> Individual reading Handwriting Phonics & spelling Sentence structure Stories from a range of cultures Letters Recounts 	<p><u>French</u></p> <ul style="list-style-type: none"> Greetings-comment ça va? -Finger puppets-une fille et un garçon Toys My pencil case Autumn words Hibernation Joyeux Noël
<p><u>Science</u></p> <ul style="list-style-type: none"> Animals, including the Five Senses Seasonal Changes (Autumn/Winter) 		
<p><u>Geography/History</u></p> <ul style="list-style-type: none"> Toys around the world and in the past Simple timelines Maps and atlases 	<p><u>Art/DT</u></p> <ul style="list-style-type: none"> Work to support our curriculum topics Colour awareness and mixing Artists from around the World Christmas Skills development with scissors, pencils and paint 	<p><u>Religious Studies</u></p> <ul style="list-style-type: none"> What does it mean to belong? Harvest festival Judaism - Hanukkah Why do Christians give gifts at Christmas?
<p><u>P.S.H.E</u></p> <ul style="list-style-type: none"> Feelings Friendship Hygiene 		
<p><u>Computing</u></p> <ul style="list-style-type: none"> Internet safety Technology around us Programming of floor robots Keyboard skills 	<p><u>Music</u></p> <ul style="list-style-type: none"> To develop aural skills through practical exercises in recognising musical elements Preparation for Harvest Festival and Christmas Play Exploring sounds To develop rhythmic coordination through the use of instruments To increase vocal repertory and skills 	<p><u>PE and Swimming</u></p> <ul style="list-style-type: none"> Developing sending, receiving & aiming skills with hands and feet. Running & chasing games Gym themes-travel, shape-wide & stretched, long & thin & small & curled, balance and sequence work. Swimming – water confidence and stroke development Dance – story-telling through body shape