

# Year 1 and Year 2 Autumn Term Topic 2019: Around the World



# Narrative

We will travel around the world, learning about different countries along the way. We will start in China, then move to Uganda and then Australia in the first half term. After half term, we will visit Mexico and Italy before finishing our 'Around the World Adventure' in Bethlehem, ready for Christmas!

We will be looking at a range of art, food and stories as well as immersing ourselves in the culture.

# Art and DT

To use drawing, painting and sculpture to develop imagination and art and design techniques. To study different artists from around the world, comparing their work. To design and evaluate a purposeful product. To safely prepare different food.

# English

Writing to inform others. To plan or say out loud what they are going to write about. To use the present and past tense correctly and consistently. To use a range of conjunctions to join, extend and explain ideas. To read and understand non-fiction books that are organised in different ways. To read out loud to their peers.

Year group teaching of Phonics—Phase 5 in Year 1 and Phase 6 in Year 2

To understand how we get night and day. Use this knowledge to understand why there are different time zones around the world.
To explore the seasonal changes of different countries.

#### Music

To explore different music and instruments of the countries we are studying. To listen with concentration and understanding to recorded music and respond to it.

# Geography

To name and locate the seven continents and five oceans. Investigate geographical similarities and differences, comparing the UK to other countries. To use world maps, globes and atlases. To identify human features in different locations, such as cities, villages, farms, ports. To explore seasonal weather and changes. To create our own maps.

# RE and PSHE

To learn the Christian stories of Creation and Incarnation (Birth of Jesus).

We will also continue to work on our assembly themes:
Friendship and Hope

# Computing

To retrieve content from a reliable internet source.
To predict the behaviour of simple programs, and to locate and debug mistakes.

### **Maths**

Science

In Year 1— Place Value to 20, Addition and Subtraction within 10. Introduction to 2D and 3D Shapes.

In Year 2— Place Value of numbers to 100. Addition and Subtraction using a range of resources before moving on to more formal, written methods. Introduction to money.