## The Circus is Coming to Town

Art:
1.02 Be able to use a variety of materials and processes
1.03 Be able to suggest ways of improving their own work
1.04 Be able to comment on works of art

Geography:
1.10 Be able to make maps and plans of real and imaginary places, using pictures and symbols
History:
1.04 Be able to use key words and phrases relating to the passing of time nternational:
1.04 Be able to respect one another's individuality and independence
1.05 Be able to work with each other where appropriate

## Science

1.02 Be able to pose simple scientific questions
1.03 Be able to identify ways of finding out about scientific issues 1.04 Be able, with help, to conduct simple investigations

## poken Language:

Give well-structured descriptions and explanations
Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas

- Gain, maintain and monitor the interest of the listener(s)


## Word Reading:

Apply phonic knowledge and skills as the route to decode words
Respond speedily with the correct sound to graphemes (letters or groups of letters) for all $40+$ phonemes, including, where applicable, alternative sounds for graphemes Reading Comprehension
Listening to and discussing a wide range of poems, stories and non-fiction at a level beyond that at which they can read independently
Becoming very familiar with key stories, fairy stories and traditional tales, retelling them and considering their particular characteristics
already know or on background information and vocabulary provided by the teacher
the basis of what is being said and done

## riting Transcription:

Words containing each of the $40+$ phonemes already taught
Common exception words
Sit correctly at a table holding a pencil comfortably and correctly
Begin to form lower-case letters in the correct direction, starting and finishing in the right place
Writing Com
Composing a sentence orally before writing it
Sequencing sentences to form short narratives
Saying out loud what they are going to write about

## Grammar:

- Leaving spaces between word

Beginning to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark

## EXIT POINT

Invite the children to help you plan and prepare for the circus event. Ask them to design, print and hand out invitations to other classes in the school and/or parents see ICT Extension Task).
Give the children sufficient warning if you want them to prepare their costumes at home. Arrange for traditional circus refreshments to be made available at the interval, e.g. popcorn, ice cream, candyfloss and fruit drinks.

Video/Photo evidence to share with parents

## Number: Addition and Subtraction (within 10)

read, write and interpret mathematical statements involving addition $(+)$, subtraction $(-)$ and equals $(=)$ signs.
add and subtract one-digit and two-digit numbers to 20 , including zero
represent and use number bonds and related subtraction facts within 20
solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7=$ ? -

Prior to the session, create a collection of costume items and props. You may alread have a costume box or prop cupboard at school that you can use. Try and add to the collection with as many suitable, everyday objects as you can. Not only will these object add to the children's role play and help develop their ideas, but they can also be used and re-used throughout the duration of this unit.

With the role-play, and also throughout the course of this unit, try to avoid any gender tereotyping. For example, children may commonly associate footballers with boys an nurses with girls. Try to encourage the children where possible to consider all roles and professions, unhindered by issues of gender. Where stereotyping is common, you could use this as an opportunity to open up discussion about stereotyping and challenge the children's perceptions - perhaps by looking at examples of men and women who perform roles that are often associated with one particular gender.

## Maths

## Number: Addition and Subtraction (within 10)

- read, write and interpret mathematical statements involving addition ( + ) subtraction $(-)$ and equals $(=)$ signs.
- add and subtract one-digit and two-digit numbers to 20, including zero
- represent and use number bonds and related subtraction facts within 20
sole-step problems that involve addition and subtraction, using concrete
ometry and Shape
- recognise and name common 2-D and 3-D shapes, including: 2-D shapes for example, rectangles (including squares), circles and triangles] 3-D shapes [fo example, cuboids (including cubes), pyramids and spheres]
Number and Place Value (within 10)
- count to ten, forwards and backwards, beginning with 0 or 1 or from any given number.
- count, read and write numbers to 10 in numerals and words.
- recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.
- identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least
- count, read and write numbers to 100 in numerals; count in multiples of twos, five and tens
- count to and across 100 , forwards and backwards, beginning with 0 or 1 , for from any given number
- read and write numbers from 1 to 50 in numerals.
- count to fifty, forwards and backwards, beginning with 0 or 1 , from any given number.
- read and write numbers from 1 to 20 in numerals and words.
- count to twenty, forwards and backwards, beginning with 0 or 1 , from any given number


Art 02 Be able to use a variety of materials and processes
1.03 Be able to suggest ways of improving their own work
1.04 Be able to comment on works of art

Geography
1.07 Be able to use geographical terms
1.09 Be able to describe the geographical features of the school site and other familiar place 1.10 Be able to make maps and plans of real and imaginary places, using pictures and symbol 1.14 Be able to communicate their geographical knowledge and understanding in a variety of ways
History
History
1.04 Be able to use key words and phrases relating to the passing of time
. 04 Be able to use key words and phrases relating to the passing of time lived in the past
1.07 Be able to find out about aspects of the past from a range of sources of information international

1. 04 Be able to respect one another's individuality and independence 1.05 Be able to work with each other where appropriate

Autumn 1.2 A Day in the Life (5 Weeks) IT \& Computing (2 Weeks)

## PSHE / Personal Learning Goals

## Celebrating Difference

## Similarities and differences

Understanding bullying and knowing how to deal with it
Making new friend
Celebrating the differences in everyone

## Spoken Language

- Give well-structured descriptions and explanations

Use spoken language to develop understanding through speculating, hypothesising, imaginin and exploring ideas

- Gain, maintain and monitor the interest of the listener(s)


## Word Reading:

- Apply phonic knowledge and skills as the route to decode word

Respond speedily with the correct sound to graphemes (letters or groups of letters) for all 40 phonemes, including, where applicable, alternative sounds for grapheme

## Reading Comprehension:

- Discussing the significance of the title and events
- Making inferences on the basis of what is being said and done
- Predicting what might happen on the basis of what has been read so far


## Writing Transcription

- Words containing each of the $40+$ phonemes already taugh
- Common exception words
- Sit correctly at a table holding a pencil comfortably and correctly

Begin to form lower-case letters in the correct direction, starting and finishing in the right place Writing Composition

- Sequencing sentences to form short narrative
- Re-reading what they have written to check that it makes sense


## Grammar:

- Leaving spaces between word
- Joining words and joining sentences using 'and'

Beginning to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark

## EXIT POINT

Create your own soap opera/children's show performance for the children's friends and family, or to present to the whole school.
By learning through the different tasks in this unit, the children should have had opportunity to explore the different jobs and roles in their local community. They should have created their own characters, created an intro sequence and theme tune, and made their own props to help role play the different locations in their imaginary village/town/city.

