

## English

### Key Text: Here We are

- Talk in full sentences
- Share relevant ideas
- Read words using letter sounds to help
- Read and spell some key words correctly
- Say why they liked/did not like a particular book
- Spell unfamiliar words by using their letter sounds
- Think of a sentence before writing it
- Write sentences using capital letters and full stops
- Begin to use detail and description

## Science

### Seasonal Changes

- Observe changes across the 4 seasons
- Name and describe weather associated with each season
- Observe and describe how the day length varies

### Senses

- Identifying, naming, drawing and labelling the basic parts of the human body and say which part of the body is associated with each sense

### Materials

- Name and identify a variety of everyday materials
- Recognise why materials are chosen for a particular purpose.

## Maths

- Count at least 20 everyday objects
- Count forwards and backwards in ones from a given number
- Read, order and write numbers
- Say what is 1 more or less than a number up to 10 or 20
- Know pairs of numbers that make 10
- Add and subtract 2 numbers under 10/ 20
- Name and identify coins
- Name and describe 2D shapes
- Read the time on the hour and half hour

## Foundation Subjects

- Through art and design sessions the children will use a range of materials creatively to design and make collages.
- In geography the children will be identifying physical and human features in the world around them. They will also explore the world's continents and oceans.
- In music, the children will be using their voices expressively when singing songs.



Barton Primary School

# Bembridge Curriculum

## Map

## Autumn Term

# Here We Are

## Additional Information

### PE

Wednesday and Thursday

Seesaw codes have now been sent out. Please message to confirm you've logged in successfully. A great way to keep in touch!

Remember to record any reading you do with your child at home (50 daily reads = an award)  
Book packs to be brought in each Friday for a book change.

Please make sure all belongings are clearly named