Year 1 Autumn 2 Half Term Overview							
WB/ Subject	2.11.26 (9)	9.11.26 (10)	16.11.26 (11)	23.11.26 (12)	30.11.26 (13)	7.12.26 (14) (4 days)	14.12.26 (15)
RE	Branch 2: Prophecy and Promise						
Overview of the branch	Jesus, Annunciation, Nativity						
Prayer & Liturgy							
WOW/ Whole School	School disco rearranged	Remembrance Day 11.11.26 Year 5 Assembly 13th 9am and 2.40pm	School photos Year 6 Assembly 20th 9am and 2.40pm Odd Socks day 16.11.26	Bikeability	5.12 Christmas Fayre	Y2 Nativity Tues 8th and Wed 9th 2pm and 6pm	Christmas Dinner day 16th Carol Concert 18th at 9am
RE Prophecy and Promise	The Bible and Luke's Gospel: The Good News of Jesus	Mary's Call and Her 'Yes': The Annunciation	The Visitation and the Birth of Jesus	CST: Preferential Option for the Poor	The Shepherds and the Angels: Good News for All	The Christmas Story: One Story of God's Love	Living the Story: Celebration and Community
PSHE/ RSE CREATED & LOVED BY GOD Unit 1 LIVING IN THE WIDER WORLD One World	Created and Loved by God. Unit 1 2x10 One World- Lesson 1- Families		Anti-Bullying activity One World- Lesson 2- Homes		Created and Loved by God. Unit 1 2x10 One World- Lesson 3- Schools		Created and Loved by God. Unit 1 1x10
English Reading - Phonics	Phase 4 Adjacent consonants - tricky words	Unit 13 - wh, ph Oh, their, people	Unit 14 -alternate ai - ay, a-e, eigh, ey, ei Mr, Mrs, Ms	Unit 15 - alternate ee - ea, e-e, ie, ey, y Looked, called,	Unit 16 - alternate igh - ie, i-e, y, i Water, where	Unit 17 - oa - ow, o-e, o, oe Who, again	Recap

				asked			
English Drawing Club	The adventure of… Books: Lost and Found By Oliver Jeffers	The adventure of… Books: Beegu	The adventure of… Books:A dark dark tale by Ruth Brown	The adventure of… Tales: The Enormous turnip	The adventure of… Books:The Christmas Pine	The adventure of… Animation: Pink Panther	Christmas activities
English Drawing Club Vocabulary	confused accompany dejected misplaced consulted miniature constructed	unfamiliar aimless dedicated uncertain greeting searching refuge inhospitable cordial	dreary isolated pitch black shocked terrified shining forlorn misty	resistance struggle famished emerging forceful beckon colossal victorious	ancient iridescent soaring remote journeyed gape warble absent	clumsy splodge comical active oblivious reveal furious stamp	
Handwriting	Introducing capital letters for one-armed robot letters.	Practising curly caterpillar letters	Practising curly caterpillar letters	Writing words with double ff	Writing words with double ss	Introducing capital curly caterpillar letters	recap
Maths	4- Pattern in counting from 20 to 100 (1-5)	5 - Comparing quantities - part part whole relationships (1-4)	5 - Comparing quantities - part part whole relationships (5-10)	5 - Comparing quantities - part part whole relationships (11-15)	6 - Numbers 0 to 5 (1-5)	6 - Numbers 0 to 5 (6-8)	6 - Numbers 0 to 5 (9-10)
Maths Mastery		(7) Composition - within 10 odd and even	(8) Composition - 6	(9) Composition - 8	(10) Composition - bonds of 10	(11) Counting Cardinality and ordinally	
PE Ball Games Winter Dance	Ball skills- 1 Winter Dance- 1	Ball skills- 2 Winter Dance- 2	Ball skills- 3 Winter Dance- 3	Ball skills- 4 Winter Dance- 4	Ball skills- 5 Winter Dance- 5	Ball skills- 6 Winter Dance- 6	Ball skills- 7 Winter Dance- 7

Forest School Shelter	Signs of the Season Measure math link	(History - Remembrance)	What is a Shelter? Birds nests Math link making pairs	Looking for animal shelters in Forest school	Sourcing shelter materials in Forest school and making a mini shelter	Teamwork to build shelter	Signs of the Season
Geography What is it like here?	Locate three features on an aerial photograph of the school and know the name of the country and village, town or city in which they live. Make a map of the classroom with four key features, using objects to represent the distance and direction of features in the classroom. Recognise four features in the school grounds using a map. Explain how they feel about three areas of the playground and find out how others feel by looking at the results of a survey. Draw a design to improve three areas of the playground using the results from the survey.						
Science Everyday materials			Name objects and identify the materials they are made from. Recognise that objects are made from materials that suit their purpose. Recall that a property is how a material can be described. Working scientifically: Sort objects based on the materials they are made from. Group objects based on their properties. Suggest ways to test materials for their properties. Make predictions and recognise whether they were accurate. Use their observations to answer questions. Begin to recognise if a test is fair.				
D&T Mechanisms					Identify whether a mechanism is a side-to-side slider or an up-and-down slider and determine what movement the mechanism will make.		

Making a moving story book					Clearly label drawings to show which parts of their design will move and in which direction. Make a picture that meets the design criteria, with parts that move purposefully as planned. Evaluate the main strengths and weaknesses of their design and suggest alterations.		
Music Snail and Mouse: Tempo	L4 - Performing snail and mouse		L5 - The story of snail and mouse		Assessment - Tempo		
Computing Creating media - Digital Painting	L4 - Why did I choose that?		L5 - Painting all by myself		L6 - Comparing computer art and painting.		E-safety: Safe image search
History (alternate half terms with Geography)		Remembrance					
Art and Design (alternate half terms with D&T)							