

ENGLISH

Genres this term:

1. Classic Stories
2. Instructions
3. Traditional Rhymes

Reading Targets

- Make predictions based on what has been read so far.
- Identify and discuss main characters, events and settings.
- Give opinions and support them with reason.
- Retell familiar stories in a range of contexts.
- Make basic inferences about what is being said and done.
- Discuss the title and how it relates to the story.
- Read words containing -ed -est and -er
- Check that texts make sense.
- Listen to instructions, stories and a range pf poems.
- Read texts aloud that are appropriate to their phonics knowledge.

Writing targets

- Use question marks.
- Use capital letters for names of people.
- Orally compose every sentence before writing.
- Re-read every sentence to check it makes sense.
- Punctuate simple sentences with capital letters and full stops.
- Use familiar plots for structuring the opening, middle and end of their stories.
- Write poems with simple structures.
- Read aloud their writing to adults and peers.
- Add suffixes to verbs where no spelling change is needed to the root word e.g. help – helped.
- Write information texts with simple text type features.
- Discuss their writing with adults and peers.

SCIENCE

- Identify and name a range of garden plants.
- Identify and describe the basic structure of a flowering plant or tree.
- Observe the growth of a flower that they have planted.
- Make close observations using magnifying glasses.
- Keep a record of how a plant changes over time.
- Draw diagrams of different plants and trees.
- Compare and contrast familiar plants.
- Describe and group plants.

ART

- Make observational drawings of flowers and plants.
- Develop drawings into paintings including watercolours.
- From detailed drawings develop simple printing motif.
- Explore the work of painters such as Monet.

MATHS

Week 1

NUMBER AND PLACE VALUE

- Count to 100.
- Read and write words to 20.
- Read and write numbers to 100.
- Recognise the place value of numbers beyond 20.
- Identify 1 more/less
- Order numbers to 50.
- Solve problems using place value.

Week 2

MEASUREMENT MASS/WEIGHT

- Compare and describe mass/weight.
- Measure using g/kg.
- Solve problems including mass/weight.
- Solve missing number problems.

Week 3

2D AND 3D SHAPE

- Recognise and name common 2D and 3D shapes.

Week 4

COUNTING AND MONEY

- Count in multiples of 2, 5 and 10.
- Recognise and know the value of different coins and notes.

WEEK 5

MULTIPLICATION

- Add one and two digit numbers to 20.
- Recall and use doubles of all numbers to 10.
- Recall and use halves of numbers to 10.
- Solve problems using multiplication.

WEEK 6

DIVISION

- Subtract one ad 2 digit numbers to 20.
- Recall and use halves of numbers to 10.
- Solve problems using multiplication.

DESIGN AND TECHNOLOGY

To create a fruity dessert for a KS1 child

- Explore a variety of fruits, find out where they grow.
- Try fruits and discuss its smell, appearance, texture, sweetness, taste etc.
- Develop a food vocabulary.
- Group familiar products.
- Cut, peel, grate and chop a range of ingredients.
- Measure and weigh food items.
- Work safely and hygienically.
- Discuss what the user might want.
- Discuss initial ideas and tools.
- Test and change their dish as they go.

COMPUTING

PROGRAMMING/SIMULATIONS AND MODELLING

- Identify errors in instructions.
- Give and follow commands.
- Plan and generate instructions.
- Explore simulations of real and virtual environments.
- Talk about home devices that are controlled by commands.
- Understand that computer simulations allow the user to explore options and make choices.

ESAFETY

The children will learn to use technology safely and keep their personal information safe. They will learn what to do if they find content that makes them uncomfortable.

RE

PHYSICAL EDUCATION

PE WILL BE TAUGHT ON TUESDAYS AND THURSDAYS THIS HALF TERM!

On Tuesdays the children will learn about underarm throwing with Miss Berryman.

On Thursdays the children will be taught Gymnastics by the South Ribble Sports partnership.

