

## HG&E

### RE - Why do we care?

- Recount and ask questions about religious stories.
- Respond with answers about how to care for others.
- Find meanings in stories and notice how they have an effect on how people care for others.
- Begin to express their ideas and opinions about caring for others.

### PSHCE – Looking after things in the environment and in school

- Discuss the importance of looking after things in our school and the places we live including the environment. Use the book “How to help our world.”

### Literacy -Reading

- Secure at reading words with phase 5 phonic sounds
- Identify which words appear again and again
- Relate reading to own experiences.
- Re-reads if reading does not make sense.
- Re-tell with considerable accuracy.
- Discuss the significance of the title & events.
- Make predictions on basis of what has been read.
- Make inferences on basis of what is being said & done.

### Literacy - Writing

#### Writing: Spelling

- Spell common exception words and days of the week.
- Add the prefix un. For example unhappy, unhelpful
- Use the spelling rule for adding –s or –es as the plural marker for nouns. For example cat-cats fox-foxes.

#### Writing: Composition

- Say sentence orally before writing it.
- Sequence sentences to form short narratives.
- Re-read what they have written to check that it makes sense.

#### Writing – vocabulary, grammar and punctuation

- Write sentence with capital letters, full stops and finger spaces.
- Use the conjunction and to join sentences.
- To begin to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark.
- Use a capital letter for names of people, places, the days of the week and the personal pronoun I

#### Handwriting

- Use the correct formation for lower case letters
- Use the correct formation for capital letters
- Use the correct formation of numbers

## ICT

- To give instructions in the right order for someone else to follow.
- To know what makes different kinds of toys move.
- To know that we use buttons or knobs to control many different everyday items.
- To press the buttons to make the roamer (beebots) to move and turn.
- To use simple Mazes game
- To understand that computer programmes represent real or fantasy situations.

## PE

- To remember, repeat and link skill combinations of skills in a game
- To work cooperative team play
- To develop new skills to specific invasion games
- To develop simple strategies for extending their skills
- To describe their game and teach it to a group
- To practise to improve their skills
- To describe what they and others are doing.
- To recognise and describe the improvements in their own and other work.
- To understand the need to practise
- To combine a forward step with a balance and a jump
- To combine side stepping with travelling and balancing actions.
- To balance and travel on different combinations of body parts and pathways

# Superheroes! Summer 1

## S&T

- To distinguish between an object and the material from which it is made.
- To identify and name a variety of everyday materials (wood, plastic, glass, metal, water, rock.)
- To describe the physical properties of a variety of everyday materials on the basis of their simple physical properties.
- To find out how the shapes of solid objects made from some materials can be changed by squashing, banding, twisting and stretching.

## Numeracy

### Number & Place Value

- Writing numbers from 1-20 in words.
- Counting, reading and writing numbers to 100
- We will find 1 more and 1 less than a number up to 100

### Addition & Subtraction

- Add and subtract one digit and 2 digit numbers
- Use number bonds to 10 and 20 to add and subtract
- Solve problems involving addition and subtraction and missing numbers problem such as ?-3=2

### Fractions

- Understand that a fraction can describe part of a whole and find  $\frac{1}{2}$  and  $\frac{1}{4}$  of a shape or an amount.

### Measurement- mass and time

- Compare and describe mass/weight eg heavier than, lighter than
- Measure and begin to record mass/ weight
- Tell the time to the hour and half past the hour

### Position & Direction

- Describe position, directions & movement, including whole, half, quarter and three quarter turns.