

**Communication, Language and Literacy: Stories about the Wild, Poetry, sentence construction and grammar.**

Talking and Listening – Articulate and justify answers and opinions about a range of stories and texts. Participate in discussions, presentations, performances and role play. Offer feedback and advice. Collaborate in groups, to make decisions and decide next steps.

Reading – Listen, discuss and identify the features of information texts. Read, discuss and answer questions on stories about the wild. Read, recite and compare poems. Explore rhyme, rhythm and poetic language.

Writing – Plan what is going to be written; write ideas, proofread and edit. Use interesting adjectives and a range of conjunctions. Develop using different types of punctuation, e.g. commas and question marks.

Handwriting – Correctly form letter families. Develop control and accuracy over letter shapes, size, joins and finger spacing.

Mathematics:

- Choose appropriate resources.
- Develop reasoning and problem-solving skills.

Shape

- Recognise and sort 2D and 3D shapes.
- Count sides and vertices of a 2D shape.

Multiplication and Division

- Recognise and make equal groups.
- Know and apply 2, 10, 5 times-tables.
- Divide by 2, 10 and 5.

Fractions

- Recognise and calculate a half, quarter, third and three quarters.
- Count fractions up to one whole.

Money

- Count notes and coins.
- Calculate with money and find change.

History/Geography/Music/Art/DT Focus:

- Chronology. Understand and create timelines. Interpret and communicate information.
- Map knowledge (local/world). Plan and devise a simple map.
- Painting and observational drawing. Find inspiration in the work of artists. Evaluate. Create 3D papier-mache fish based on theme.
- Cooking and nutrition. Plan, make and evaluate.
- Compare, listen and interpret. Move to music. Understand tempo, pitch and dynamics. Mimic sounds using instruments.

Science: Electricity and STEAM projects based on Forces and Sound

- Understand electricity is a form of energy.
- Learn about non / renewable energy sources (wind, moving water, oil, coal).
- Recognise common appliances that run on electricity.
- Build a balloon powered car.
- Design and create a musical instrument.

6R: Resilience and Readiness**Jigsaw: Dreams and Goals**

- Choose a realistic goal and think about how to achieve it.
- Identify successes and achievements and how this makes me feel (proud).
- Recognise who helps me learn.
- Work cooperatively.

Jigsaw: Healthy me

- Make healthy choices regarding food and exercise.
- Understand safety with medicines.

How you can help at home:

- Share books, discuss characters, plots and settings. Make predictions, retell and sequence stories.
- Explain and justify opinions by finding evidence in the text.
- Play games to memorise letters and sounds and high frequency words (the word walls) – including the spelling of them.
- Practise the correct letter formation and horizontal and diagonal joins.

Physical Education: Thurs/Fri Games/Dance

- Work with others to keep games going.
- Apply rules and conventions.
- Create and perform dances.
- Express ideas/feelings through movement to music.