Maths

Count and order to 30 and back from 20



Recognise 2D and 3D shapes and begin to use their properties when talking about them.

Order numbers to 30 and know 1 more/ 1 less

Begin to use + and— and + symbols with understanding.



. 0

Participate in competitive games sessions with SCL.

Participate in drama sessions related to our

Perform in floor gym sessions

Perform in dance sessions

Participate in Multi skills with Sensei

PSHF

Listen to each other with respect and understandina



Discuss what it is to be a good friend

Learn to keep the Golden Rules to earn Golden Time

Create a class charter for our class

Learn about our class and our school and learn to work as part of a team

Science

Our Pets- identify and name a variety of

Find out about Dinosaurs from



Vear 1

Penguins, Swans and Kingfishers

Cool, Clever Classes

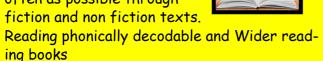


common animals. Record what we have found out.

their fossils

English

Reading skills— Reading as often as possible through fiction and non fiction texts.



Recap Phase 3 phonics, finding them when reading and begin to use them in our writing

Writing skills—Practise letter formation using correct print style



Think of a sentence, count the words and write them down in the correct order.

Practise starting a sentence with a capital letter and ending with a full stop. Practise leaving finger spaces



Use a variety of Art mediums to create our class animals including practising scissor skills

Introduce primary and secondary colours practising colour mixing.

Create abstract art based on the art of Bridget Riley



Celebrate together at assemblies and Harvest Festival

Geography & History

Look at our environment at school. Locate our school on an aerial map and look at the surrounding area.

Identify the 4 countries that make up the United Kingdom looking for Human and physical features



Create a timeline for ourselves

Learn about the life of Mary Anning

Computing

Use the Interactive Whiteboard and laptops



Music

Sing songs and rhymes/listen to music