Role Play: Palace



SPRING TERM 1 Roaming the Realm

Maths

Numbers to 20

- Use one-to-one correspondence in counting.
- Numbers to 20 can be represented as tens and ones in a place value chart.
- Numbers to 20 can be compared using the terms 'greater than' and 'smaller than' as well as by arranging in ascending or descending order.
- Numbers can be arranged in order and made into a pattern
- To write numbers one to twenty in words and digits.

Addition and Subtraction within 20

- Applying the 'part-whole' and 'taking away' concepts in subtraction and addition
- A family of number sentences can be written from a set of three related numbers.
- I can double and half numbers to 20.

PSCHE/RE

Bible and Special Books

Who is a Christian and what do they believe? Dreams and Goals

English

Traditional Tales

Vocabulary, Grammar and Punctuation

- Use capital letters for names of people, places and days of the week
- Use exclamation marks correctly and accurately in writing
- Use question marks correctly and accurately in writing
- To use commas in a list
- Use simple conjunctions to link ideas e.g. 'and' or 'because'

Composition

- Orally compose every sentence before writing
- Re-read every sentence to check it makes sense
- Sequence ideas/events in order
- Use familiar plots for structuring the opening, middle and end of their stories
- Write in different forms with simple text type features e.g. narratives
- Discuss and read their writing with adults and peers.
- Write from memory simple sentences dictated by the teacher that include words taught so far

Spelling

- Use letter names to distinguish between alternative spellings of the same sound
- Spell words containing each of the phonemes already taught
- Be able to encode the sounds they hear in words
- Be able to read back words they have spelt
- Use their phonic knowledge when spelling unfamiliar words (i.e. produce phonically plausible spellings)
- To be able to spell and read yellow, orange and red rainbow words

Handwriting

- Hold a pencil with an effective grip
- Form lower-case letters correctly
 – starting and finishing in the right place, going the right way round, correctly oriented
- Have clear ascenders ('tall letters') and descenders ('tails')
- Form capital letters correctly
- Know which letters belong to which letter families

Topic Work

Computing

To understand what algorithms are; how they are implemented on digital devices. We will use Bee Bots, Purple Mash 2Code and 2Go.

Music

In the groove

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We will be looking at different dips and dippers across the UK.

.To explore and evaluate a range of existing products in the context of comparing different dips and dippers. To understand where foods comes from.

To select from and use a range of tools and equipment to perform practical tasks (for example, cutting) in the context of making a Dip and Dipper. To design purposeful, functional, appealing products for themselves and other users based on design criteria in the context of designing a new dip.

To generate, develop, model and communicate their ideas through talking and drawings.

To use the principles of a healthy and varied diet to prepare dishes in the context of following a design to make a new dip and dipper and then evaluating it. To evaluate their ideas and products against design criteria.

Geography

Countries of the British Isles Human Features – making plans

To use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop. To understand geographical similarities and

To understand geographical similarities and differences through studying the human and physical geography in the context of the UK.

To name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas.

PE

Fitness - hopping, jumping and skipping skills. Gymnastics