This half term Year 1 are learning about:

English

In English, we will be reading the story 'Stanley's Stick' by John Hegley. Stanley's stick is not just a stick, his options are endless! Stanley flies to the moon, writes in the sand, goes fishing, plays a whistle and rides a dinosaur, his imagination takes over and the magic begins. We will make predictions, retell the story, plan and write an alternative story, using possessive apostrophes.

In Guided Reading, we will continue to develop fluency, recognising our tricky words, reading with expression and also answering questions using what we have read. In Story Time, we will be reading a range of stories to excite and engage the children.

Mathematics

In Mathematics, we will be learning about multiplication. This is where we will look at what equal means and checking if we have equal groups. We will use the term 'lots of' to help us understand that multiplication is a number of groups with an amount of objects within each group. We will then be adding equal groups by counting in 2s, 5s and 10s before looking at arrays and making doubles. We will finally look at word problems for multiplication and solve these by drawing arrays, lots of amounts or counting in 2s, 5s and 10s. We will also look back and revise any parts of our mathematics that we may have found tricky.

Geography: Map Makers

In Geography, we will find out about maps. We will learn about the four compass points and use these to navigate around maps. We will think about some of the human and physical features that are found in a town and consider the importance of the placement of different features when town planning before using what we have learnt to design a town of our own on a map.

Science: Plants

In Science, children will be naming and labelling common plants and trees using scientific language, such as: stem, trunk, petals etc. They will be identifying, naming and classifying different common and wild plants. Common plants are plants we have in our garden that we plant and wild plants are plants that have not been planted such as daisies, daffodils, snowdrops.

D&T

In D&T, we will be looking at fairy-tale houses. We will explore different types of houses and identify how they are different and similar. Then, we will use our design brief to design our own fairy-tale house using junk modelling materials and thinking about how we can make them stronger and sturdier. Finally, we will evaluate our homes against the design brief and how we could improve it.

PE

In PE, we will be starting our new topic of Dance. We will be moving on to our second unit using Val Sabin. We will learn how to copy and repeat actions, and use unison, canon, and mirroring within our dancing. We will put a sequence of actions and movements together to create a motif before then performing to each other and thinking of ways we could improve our dance sequences.

Key Vocabulary

This term, some of the words that we will be learning in Year 1 include:

➢   trunk

➢   key

➢   programme

➢   north, south, east, west

➢   petals

Things to do at home:

❖ Regular reading with your child.
❖ Playing simple games to learn the tricky words found in their books.
❖ Play counting games within 100.

RE/PSHE

Next in RE, our topic is 'Change'. During this topic, we will learn about how things change within time such as growing older and the seasons. We will learn about Ash Wednesday and the start of Lent by making a Lenten promise. Finally, we will learn the special stories during Holy Week and begin to retell these in our own words.

PSHE

Our themes for Lent 2 are as follows: Fasting, Sacrifice, Almsgiving and Journey. The children have a mission each week to live out after they have discussed the topics within their groups. The children will also have a chance to deepen their understanding of our weekly mission through Mission Circles and Circle Time.

Computing

In Computing, we will be learning how to programme by inputting instructions to create events in Coding. The children will be learning how to create code blocks to create actions and events to control objects within a programme. Finally, they will create their background for their scene before planning and using their own computer programme.