



Monday 10th February - Friday 18th April 2025

## English

**Our text this term are: Supertato, Animals (Non-Fiction) and Jack and the Beanstalk**

*We are learning to:*

- Develop writing skills by looking at sentence structure and using capital letters and full stops.
- Develop writing skills using adjectives.
- To plan a story.
- To sequence a story.

Our outcome is to:

- Write a character and setting description
- Write a fact file
- Write a narrative

We will practise our phonics using the Twinkl programme. Guided Reading sessions will develop our decoding, inference and comprehension skills.

**Key Words:** fiction, story, plot, events, characters, beginning, middle, end, conjunction, adjective, punctuation,

**Useful websites:**

[www.activelearnprimary.co.uk](http://www.activelearnprimary.co.uk) (Bug Club)

[www.phonicsplay.co.uk](http://www.phonicsplay.co.uk)

## Science

## Maths

### Weeks 1-2 Place Value to 50

*We will work on:*

- Counting to 50
- Count by making tens
- Making groups of tens and ones
- Partitioning into tens and ones
- Using and estimating on a number line
- Find one more or one less

### Weeks 3- 4 Multiplication and Division

- Count in 2's, 5's and 10's
- Recognise equal groups
- Make equal groups by grouping and sharing

### Weeks 5-6 Fractions

- Recognise half of an object or shape
- Recognise half of a quantity
- Recognise a quarter of an object or shape
- Recognise a quarter of a quantity

### Week 7 Time

- Days of the week
- Months of the year
- Seconds, Hours and Minutes
- Tell the time to an hour
- Tell the time to half hour

### Week 8 Money

- Recognise coins and notes
- Count using coins and notes

### Week 9 Geometry - Position and Direction

- Describing turns
- Describing position
- Ordinal numbers

**Key Words:** groups of, lots of, multiply, share, divide, array, fraction, part, whole, half, quarter, place value, digit, tens, ones, money, pounds, pence, time, hour, minute, day, week, month, year, clock, analogue.

**Useful websites:**

<https://www.ictgames.com>

[www.topmarks.co.uk](http://www.topmarks.co.uk)

## Computing

## Animals including Humans

*In this unit we will:*

- Learn about different animal groups
- Identify features of an animal
- Identify and sort animals which are herbivores, carnivores and omnivores
- Identify and label parts of the human body
- Name the five sense

**Key Words:** animals, carnivore, herbivore, omnivore, skeleton, horns, claws, beak, fins, humans, smell, taste, touch, hear, see

## Data and Word Processing

*In this unit we are learning:*

- How to type
- How to save your work
- How to edit your work
- How to format a text
- At labeling and grouping objects

The children will further develop their skills on desktop computers and iPads. The children will also learn about the importance of being safe when using It devices.

**Key Words:** desktop, CPU, monitor, screen, iPad and keyboard.

PSHE

Topic

### Be yourself

We will learn to:

- Identify and name common feelings.
- Select times and situations that make us feel happy.
- Explain how change and loss make us feel. And understand the importance of sharing our thoughts and feelings.

### It's my body

We will learn to:

- Explain how much sleep and exercise we need.
- Understand we can choose what happens to our bodies.
- Demonstrate hygienic ways to look after our bodies.

### Rainforests

*In this unit we will be learning about the following:*

- Where rainforests are found
- The types of animals living in the rainforest
- The different layers of a rainforest

## Useful Resources and ways to help at home

- Encourage your child to read at least 2 books on Bug Club every week ([www.activelearnprimary.co.uk](http://www.activelearnprimary.co.uk)).
- [www.phonicsplay.co.uk](http://www.phonicsplay.co.uk) has lots of fun Phonics games for the children to practise their Phonics skills.
- There are also extra Phonics games in the folder for your child's Phonics group on Google Classroom.

If you have any queries on any of the links or content please contact your child's class teacher