

Communication & Language / English

- Narrative - Use a variety of animal based stories, including Farmer Duck to develop own story telling/ writing skills
- Recount writing –write about trip to farm
- Phonics / spelling - recap all learnt phonemes and graphemes and use in reading and writing.
- Grammar and punctuation :- year one use full stops, capital letters, question marks and exclamation marks; use plurals – s/es; word ending (suffix) –er/ est. Consolidate suffix - ing, ed. Read words with contractions - eg I'll, I'm, we'll . Compound words.
- Handwriting – consolidating formation and sizing of letters. Beginning to learn specific joins in year one.
- Writing – Continue composing a sentence orally before writing it / sequencing sentences to form short narratives. Reread and check writing makes sense, edit as necessary.

Understanding the World – Science/People and communities/The world/Computing/RE

- ANIMALS–identify, name and describe a variety of animals e.g. fish, amphibians, reptiles, birds and mammals. Name common carnivores, herbivores and omnivores. Name adult / baby animals.
- Growing – Life cycles of animals , plants.
- Working scientifically – asking questions, observing, using simple equipment, gather data to help answer questions.
- Ongoing –seasonal changes , focus Summer
- COMPUTING – Information technology at school and home
- RE – Creation – wonder at the world.
- HISTORY – Famous people – David Attenborough (link to relevant clips from Planet Earth) Baby animals – compare to human babies and how both change
- GEOGRAPHY- Animals from around the world – awareness of 7 different continents and 5 oceans. Learn four countries of UK. Physical and human features of a farm.

Art and design

- Sewing – Rainbow fish
- Role play – Farm shop/
- Moving pictures
- Box model animal

*Base One
Summer 2018
Amazing Animals ,
big and small
Focussing on farm
animals , minibeasts,
under the sea creatures
and animals from hot
countries.*

Personal, Social , Health & Emotional Development (PSHE)

- SEAL – Getting on and falling out / Going for goals.

Mathematics

Number

- Place value - .Count forwards/ backwards past 100 from any given number. Read/ write numbers in numerals and words to 100. Use language of equal to, more than , less than , most and least. Given a number up to 100 identify one more and one less.
 - Count in 2's, 5's and 10's and use to help solve calculations. Begin early multiplication
 - Addition and subtraction – learn and use number facts up to 20; understand mathematical signs + - = ; add and subtract 1 digit and 2 digit numbers using objects, pictures and written methods; solve one step problems that involve addition and subtraction, including missing numbers.eg $14 = 7 +$
 - Solve one step problems involving multiplication and division
- ### Shape, space and measure
- Learn coin values, solve problems using money
 - Use cm's and m's to measure length and height (year one)
 - 3D shape – name and describe.
 - turns, full, half and quarter.
 - Time - Months of the year. O clock and half past.

Physical Development / PE / Music

- Refine fine motor skills eg cutting, pencil control, simple tools.
- PE – athletics and team games.
- Carnival of the Animals
- Learn a range of animal songs and accompany with tuned / untuned instruments.