

English

Phonics - we shall revise Phase 5 sounds and alternative sounds. We will learn about using prefixes and suffixes ('s/es', 'un' 'ing / ed', 'er/est').

Writing - we will focus on the text 'Little Red Riding Hood'. We will practice using adjectives, similes, alliteration, onomatopoeia, dialogue and repetition in our own sentence writing.

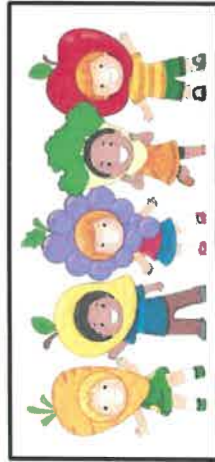
Reading - we will be sharing a range of fiction and non-fiction texts in relation to the topic.



PE

We will practise sending and receiving skills and target games using balls.

Fitness - We will continue to develop our core strength skills and balance using 'Coalway Blast' (Go Noodle) and the outdoor track / trim trail.



PSHE

We will be learning about keeping ourselves safe, including staying healthy, sun safety and keeping safe online.

'Into The Woods!'

Summer Term 5, 2022

Year 1, Classes 3 and 4

Music

We will focus on pulse, rhythm and pitch.

We shall be using our voices, musical instruments and listening to a variety of music.

We will learn the song 'Your Imagination' and will be listening to soundtracks from films such as Mary Poppins and Aladdin.



Computing

We will focus on digital art using the iPads, taking photographs of plants and editing our work.

We will also be exploring painting using digital programs.

Science

We will be learning about animals and plants found in woodland habitats.

We will be naming features of common woodland plants and animals and find out about their functions.



History

We will be talking about and celebrating the Queen's Platinum Jubilee.



Mathematics

Number / Calculation - we will continue to build on our knowledge of numbers to 100, including place value and partitioning. We will practise counting in multiples of 2, 5 and 10. We will continue to practise addition and subtraction, including number bonds to 20 and problem solving. We will also explore the concept of multiplication as addition arrays and division as sharing into equal groups. We will explore fractions - finding halves and quarters of quantities and shapes.

Art and Design

We will explore pattern and colour, focusing on flowers and will be studying the artist Georgia O'Keeffe.

We will be studying and sketching woodland plants as part of our topic work. We will also use iPads for digital art work - photographing plants and editing our work.

Design Technology

We will be exploring structures and will practise building skills using construction kits and natural woodland materials.

You can help your child by:

- Sharing books and listening to them read
- Practising phonemes and digraphs.
- Counting aloud in 1's, 2's, 5's and 10's (forwards and backwards).
- Practising number bonds to 20 (addition and subtraction facts).
- Going for local walks and identifying / talking about common woodland plants and animals.

'Into The Woods!'



Suggested books to read for our topic 'Into The Woods!'

Little Red Riding Hood (traditional tale)

The Gruffalo - Julia Donaldson

Stick Man - Julia Donaldson

Once Upon A Wild Wood - Chris Riddell

Mixed Up Fairy Tales - Hilary Robinson and Nick Sharratt

Usbourne Illustrated Traditional Stories

Fairy Tale Play: A Pop-Up Storytelling Book - Julia Spiers

My First Book Of Woodland Animals - Zoe Ingram (Non-Fiction)

Look and Find In The Forest- Gareth Lucas (Non-Fiction)

We're Going On A Bear Hunt - Let's Discover Woodland Animals (Non-Fiction)

We're Going On A Bear Hunt -Let's Discover Flowers and Trees (Non-Fiction)

Forest Life and Woodland Creatures - Full Of Fun Facts and Activities

Key Vocabulary for Topic:

Traditional tale, once upon a time, happily ever after, character, setting

Woodland / forest

Deciduous and evergreen trees - oak, chestnut, ash, beech, rowan, fir, pine etc

Names of common woodland plants - foxglove, bluebell, toadstool, primrose, fern etc

Plant features - roots, stem, leaf, flower, petals, trunk, branch, blossom, bark, canopy

Names of common woodland animals and birds - hedgehog, frog, toad, squirrel, fox, mole, bat, badger, boar, adder, woodpigeon, woodpecker, owl, sparrow hawk etc