

Animal Antics

Who will Polly Jean Pyjama Queen invite to her party?



Core Learning Skill

Improving own learning and performance

Thinking skills

English

Writing – stories, list poetry, rhymes, recounts/report writing. Spelling days of the week and focusing on capital letters, full stops and question marks. Introduce exclamation marks. Writing simple sentences and compound sentences through the use of 'and'. Writing complex sentences through the use of 'who', using 'ly' sentence openers eg Luckily.

Applying techniques in writing:
Repetition for rhythm eg He walked and he walked. Adjectives of size eg The big house. Alliteration eg A dangerous dragon.

Reading – stories, information texts, recounts and poetry using phonological awareness to continue to read new words and build upon common sight words. Further opportunities to ask and answer questions about familiar texts.

Speaking & Listening – Step into the picture using your senses sessions, storytelling sessions, what am I games, talk partners, reading to an audience and class discussions.

Maths

Multiplication and Division – count in multiples of twos, fives and tens. Solve one step problems By calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. **Fractions** – recognise, find and name a half as one of two equal parts of an object, shape or quantity.

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Geometry – Describe position, direction and movement, including whole, half, quarter and three quarter turns. **Place value** – count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. Count, read and write numbers from 1-100. Read and write numbers from 1 – 20 in numerals and words. Identify and represent numbers using objects and pictorial representations.

Measurement (money) – recognise and know the value of different denominations of coins and notes. Solve one step problems using concrete objects and pictorial representations, and missing number problems.

Measurement (time) – tell the time to the hour and half past. The hour and draw the hands on a clock face to show these times.

Recognise and use language relating to dates, including days of the week, weeks, months and years. Compare, describe and solve practical problems for time and begin to record time.

Year 1 Summer Term Our Learning Journey

We will be finding out about animals from around the world through the story - 'Polly Jean Pyjama Queen'. We will be finding out what they look like, where they live in the world, what their habitat is like and what they like to eat. We will be helping Polly Jean to build a zoo in her back garden so that her guests have somewhere to stay when they visit and we will be designing our own patterned pyjamas!

We will represent our investigations, findings and ideas through science, computing, maths, design and technology, art, music, games, role play and stories. We will look after the Year 1 garden and add colour through bedding plants. In addition we will observe the length of the day as spring moves into summer.

Links to home

ictgames.com, listening to your child read, reading stories together, book discussion and trips to the library. Zoo and farm visits. Looking after pets. Growing seeds and plants. Spotting varieties of animals and plants around us. Money play (e.g. shops)

Celebration

An Animal Pyjama Party