Literacy

We will be learning to:

Anticipate key events in stories.

Read words consistent with phonic knowledge by sound blending.

Write recognisable letters, most of which are correctly formed.

We will do this by:

Making predictions about our key text and other stories that we share in class. Using what we know and expressive language to paint a clear picture. Practising our phonic knowledge by reading and writing simple words and phrases.

Expressive Arts and Design

We will be learning to:

Share their creations, explaining the process they have used.

Sing a range of nursery rhymes and songs.

We will do this by:

Thinking about instruction writing and how we explain how we made something to someone else. Carefully planning and designing our creations, and following our plans when making them.

In Music we will be learning songs with actions to perform.

Personal, Social and Emotional Development

We will be learning to:

Set and work towards simple goals.

Explain the reasons for rules, know right from wrong and try to behave accordingly.

Form positive attachments and friendships with peers.

We will do this by:

Continuing to implement our school rules and behaviour policy, thinking about why these rules are in place (to keep everyone safe and happy).

Talking about friendship and kindness, and what being kind looks like.

Setting goals in our learning in both Literacy and Maths.

Communication and Language

We will be learning to:

Make comments about what they have heard and ask questions to clarify their understanding.

Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate.

We will do this by:

Looking at different legends and myths, forming and expressing opinions about them. Using our key text to explore expressive language and make predictions and inferences about the story.

Term: Spring 1

Dragons, Myths and Legends

Key Text: The Adventures of Egg Box Dragon by Richard Adams

Curriculum Drivers

Communication, Creativity, Wellbeing, Environment

Curriculum Driver Opportunities

Communication

Introduce new vocabulary through stories and key texts

Creativity

 Acting out familiar stories including our key text 'The Adventures of Egg Box Dragon'

Well being

• Set and work towards targets, celebrating our successes

Environment

• Learning to care for our classroom environment and the wider school community

Maths

We will be learning to:

Have a deep understanding of number to 10, including the composition of each number.

Compare quantities up to 10 in different contexts, recognising when a quantity is more or less than another.

We will do this by:

Looking at addition and number bonds for numbers up to 10. Exploring different ways of representing number such as digits, words, counting objects and actions.

Understanding the World

We will be learning to:

Know some similarities between things in the past and now. Know some similarities and differences between different cultural communities, drawing on experience and what has been discussed in class.

Know some similarities and differences between the natural world around them and contrasting environments.

We will do this by:

Exploring legends of the past and how their lives differ to ours.

Learning about cultural celebrations such as Chinese New Year and comparing to celebrations of our own.

Sharing stories set in different environments to build understanding.

Physical Development

We will be learning to:

Demonstrate strength, balance and co-ordination when playing.

Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases.

We will do this by:

Practising strength, balance and co-ordination in PE with fitness circuits.

Practising a pincer grip when doing fine motor activities as well as when holding pencils and paintbrushes.

Subject Vocabulary

<u>Literacy</u>	<u>Maths</u>	Understanding the	Personal, Social and	Expressive Arts and
		<u>World</u>	Emotional Development	<u>Design</u>
Author	Quantity	Myth	Kindness	Design
Illustration	Subitise	Legend	Friendship	Construct
Blurb	Heavier	Culture	Goals	Join
Adjective	Lighter	Environment	Rules	Rhythm
Sounds		Celebration	Safety	Perform
Blending				