English - Knuffle Bunny SPag:

- nouns.
- capital letter for I and names
- exclamation marks
- add un to words.

Responding to illustrations:

thinking about how a character feels based on the illustrations. Writina:

writing a description of a favourite toy using adjectives.

Planning and writing a letter to a lost toy



R.E.

Sacraments

Forgiveness and how Jesus teaches forgiveness through the parable of the unforgiving king

Advent

- How we prepare for Christmas
- Creating Christingles
- What a Christingle represents

X-Curric Writing - Retell how Mary and Joseph prepared for Jesus.

Maths

Number bonds to 10

Addition and subtraction

- Adding amounts together by counting on using + symbol.
- Subtracting by crossing out to take away and using - symbol.
- Subtraction by counting back and finding the difference.
- Comparing addition and subtraction.

<u>Shape</u>

- Recognising and sorting 3D shapes
- Recognising and sorting 2D shapes

Science:

Animals

Naming Animal body parts.

Grouping animals by their body parts
Learning what do animals eat?

X-Curric Writing - explaining why we sorted animals.

History

To find out about old and new toys, comparing what is the same or different.

To describe how toys change as we get older.

Find the difference between old and new toys and sort them into two sets old and new.

x-curric writing - Describe a toy from the past.

Guided reading:

Stanley's Stick by John Hegley I Wish I'd Been Born a Unicorn by Rachel Lyon



RHE/

To understand that God has created us. To show that we are all important to God.

Computing:

Programming Toys

- Creating instructions
- Understanding an algorithm
- Programming a Bee Bot
- Debugging a Bee Bot

Art

To learn about Gustav Klimt.

To understand what a pattern is.

To use rubbings to create a repeating pattern.

<u>P.E.</u>

To know how to jump and land.
To be able to travel using different parts of the body.
To balance.

Music: Rhythm in the way we walk

To understand what Pulse, rhythm and pitch are and how we use them when singing and dancing.