



Year 1 Term 3A

Once upon a time



Maths

We are learning:

- To add and take away 2 digit numbers
- That addition can be done in any order *e.g. $8+2=10$ $2+8=10$*
- The inverse rule for addition and subtraction
- To recognise place value of 2 digit numbers to 100
- To use an empty number line for adding and subtracting
- To measure length and height using objects, *e.g. measure the length of a table using pencils and discuss which object is heavier or lighter*

Parents you can help by having fun measuring objects around the home, e.g. the TV remote is 15 bottle tops long.

Science

We are learning:

- About what plants need to grow and stay healthy
- To identify and name plants in the local area
- About the seasonal changes in Spring

Parents you can help by looking at different plants with your child. Can your child identify the trunk/stem, leaves, petals and roots?

Literacy

We are learning:

- About traditional tales
- To use full stops, capital letters and finger spaces
- To orally retell and write a familiar story
- To create a story map
- To write character description
- To plan and write our own stories
- To label a picture
- To write instructions
- To use exclamation marks, question marks and speech marks

Parents you can help by taking your child to the library to look for other traditional tales. You can help by talking to your child about different traditional tales and discuss which is your favourite and why.

PSHE

We are learning:

- About what money is
- About different forms of money and that money comes from different sources
- That people make different choices about how to save and spend money
- About the difference between needs and wants and that sometimes people may not always be able to have the things they want
- That money needs to be looked after and different ways of doing this

Parents you can help by talking with your child about how you pay for items in a shop or online e.g cash, contactless or card.

Computing

We are learning:

- To understand what instructions are and predict what might happen when they are followed.
- To use code to make a computer program.
- To begin to understand how code executes when a program is run.
- To understand what backgrounds and objects are.
- To plan and make a computer program.

Parents you can help by playing 'robots' and give each other instructions to get from one room to another using positional language forwards, backward... Don't forget to visit the Purple Mash and Espresso websites!

Geography

We are learning:

- To use world maps, atlases/globe and Google Earth to identify the United Kingdom, its countries and its capital cities
- To name, locate and identify the surrounding seas of the UK
- To identify the location of hot and cold areas of the world in relation to the Equator
- To compare the United Kingdom to a small area in a contrasting non-European country

Parents you can help by talking about countries you have visited and look at them online, maps, atlases... Please share any photos!

We will be using this vocabulary this half term. You may want to practise reading and writing these words, or you may simply want to discuss what these words and phrases mean:

Once upon a time
Beanstalk
Happily ever after
Suddenly
Later on
Unfortunately
Fortunately

Leaf
Trunk
Roots
Branches
Bark
Stem
Petal

Art

We are learning:

- To use watercolours

RE

We are learning:

- About the Hindu faith.
- What is Karma
- Who is Brahma
- Who was Krishna.

Parents you can help by sharing your own views with your child and discussing other people's ideas.

DT

We are learning:

- To weave using paper
- To design, make and evaluate a felt puppet
- To use a running stitch

Parents you can help by looking at different types of puppets with your child and discussing how they were made.

PE

Fitness

We are learning:

- To notice how our bodies change during exercise.
- To consider carefully how our muscles feel after exercise.
- To try our best in the challenges we are set.

Target Games

We are learning:

- To develop underarm and overarm throwing towards a target
- To develop throwing for accuracy and distance.
- To select the correct throw for a target.

Parents you can help by playing ball games with your child.