

Communication Language and Literacy

- Consolidation of phase 2 letters & sounds
- Introduction of phase 3 letters & sounds
- Handwriting – consolidation of letter formation
- Descriptive writing of about Space
- Writing instructions for how to make space rockets
- Writing lists, labels and recount of first hand experiences

Mathematical Development

- Consolidation of number recognition (particularly teen numbers)
- Sequencing & use of everyday time language
- Estimating and checking quantity by counting accurately
- Adding two groups together to find a total, noticing that the number gets bigger
- Subtracting from a quantity and finding a total, noticing that the number gets smaller
- Orders two or three items by length or height
- Orders two items by weight and capacity

Physical Development

- Awareness of self and space in the hall, playground environment and classroom
- Gaining increasing control over fastenings when dressing and undressing for PE
- Using correct pencil grip when using mark-making utensils
- Holding and using scissors correctly
- PE games
- Gymnastics with Mrs Garlick
- Basketball with Mr Webb

Spring term 1 **Space**

Religious Education

- Change & growth in the natural world

Personal, Social, Emotional Development

- Revising the rules of the classroom (boundaries)
- Being confident to say own wants and needs
- Consider how our words and actions affect others
- Listening to what others say and responding appropriately
- Negotiating and solving problems without aggression

Understanding of the World

- Looking at facts about Space
- Use of technology for space related computer program
- Use clips on the interactive whiteboard
- Looking at non-fiction texts to find out facts about Space
- Computing with Mr Gould: drawing space pictures and exploring the mouse

Creative Development

- Junk modelling to create space rockets
- Making & decorating
- Role playing in the Space station
- Painting – mixing coloured paints and using them for a purpose
- Space songs to support subtraction