

Let's Grow!

1st half Summer Term 2018

Literacy

Using texts such as *Where the Wild Things Are* by Maurice Sendak, *Tell me a dragon* by Jackie Morris and *The disgusting Sandwich* by Gareth Edwards to provide lots of opportunities to write.

Activities.

Writing a letter from a book character .

Writing lists using commas of things needed.

Writing own story adapted from another story. Adding description to writing using adjectives to describe dragons and disgusting ingredients for sandwiches.

Maths

Practicing the 4 operations; addition, subtraction, division and multiplication.

Problem solving activities using those skills.

Naming and identifying the key features of 2D and 3D shapes.

Using money in problem solving activities.

Looking at the value of each digit in a number and use that knowledge to help solve problems.

PE

Activities to encourage teamwork.

Throwing and catching skills that will prepare them for team games such as rounders style games next half

Science

identify and name a variety of common wild and garden plants

identify and describe the key features of flowering plants eg. leaves, trunk, roots etc.

explore and compare the differences between things that are living, dead, and things that have never been alive

observe and describe how seeds and bulbs grow

find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

Have opportunities to work in a scientific way, carrying out simple experiments, observing, classifying and collecting data.

Activities

Opportunities to grow lots of different plants from seeds and cuttings.

Experiments such as food dye in the water, testing plants in different conditions eg. Will

Art and Design

To use drawing and painting to develop and share their ideas

To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

To look at work of a range of artists, craft makers and designers.

Activities.

Opportunities to draw and paint different plants from life.

Look at the work of artists and designers who have used nature in their work such as

History and Geography

ICT

To understand what coding means in computing and to create unambiguous instructions like those required by a computer.

To use the 2Code program to create a simple program.

Activities

Children will make a background using Design Mode and add characters which will move when clicked and stop when they collide.

Children can make objects stop when they collide. • Children can program a sound to play

Design and Technology

To look at the idea of a healthy and varied diet.

Understand where food comes from.

Activities

Grow different vegetables and fruit, children can bring seeds from home to investigate how they grow.

Think about healthy food and make healthy snacks.

R.E.

Identify and suggest meanings for religious symbols and begin to use a range of religious words.

Name and explore a range of celebrations, worship and rituals in religion, noting similarities where appropriate.

Activities

Identify symbols and signs in our own setting and what they mean

Make a clay light holder to show how light is used to show

the way and how Christians regard Jesus as the Light