

**MAIN DRIVER**  
Science

Identify and name common plants and describe their parts.

Observe seasonal changes in weather and day length.

Identify and name everyday materials.

Describe simple properties of everyday materials.

Working scientifically - ask simple questions, observe closely, perform simple tests, identify and classify

**NUMERACY**

Compare, describe, measure, record and solve problems for lengths  
Recognise and name common 2D and 3D shapes  
Patterns with 2D and 3D shapes (linked to ordinal numbers)

Count to 20

Identify one more and one less

Read and write numbers to 20 in numerals.  
Use objects and pictures to represent numbers.  
Use language of comparison

Number – Place Value

Sorting objects

Counting to 10 using 5 frames and 10 frames

Counting on and counting back

1 more / 1 less

Greater than / less than / equal to

**WOW/IMMERSION**

Postcard from Stickman who has left his family of sticks for us to look after (stick insects)

Snail trails left in the classroom

Visit to Rising Sun Country Park to look at different animal habitats / art in nature / den building

Class ant city

Visit to school from bugs???

**LITERACY**

Reading – Decode words using phonics

Blend sounds in unfamiliar words containing taught graphemes.

Match graphemes for all phonics.

Read first set of common exception words.

Retell familiar stories.

Make inferences and predictions

Explain their understanding of what is read to them.

Compose sentences orally before writing.

Sequence sentences to form short narratives.

Listen and respond appropriately

Build vocabulary

T4W – Stickman

Imitate – Retell the story

Innovate – new adventure for the stick – I’m not a \_\_\_\_

Invent – Journey story

**PE**

Perform dances using simple movements.

Participate in team games.

**NOVEL STUDY**

Stickman by Julia Donaldson

Snails by Jens Oleson



# Go Wild

## How do we bring more of the wild to Percy Main?

T4W – Snails

Imitate – Retell the report (shortened form)

Innovate – Write a new heading and paragraph about snails

Invent – Report about worms /ants

**Hist/Geog**

Use basic geographical vocabulary to describe physical and human features.

Recognise features on aerial photos and plans; devise a map with symbols and key.

Study the immediate environment.

**CREATIVE**

Use a range of materials.  
Learn about a range of artists  
Use drawing, painting and sculpture.  
Design purposeful, functional and appealing products.  
Generate, develop, model and communicate ideas  
Select from and use a range of tools and materials.  
Build and improve structures.

**MAIN OUTCOME**

Building a bug hotel – asking local gardening centre in to open the bug hotel and discussing our designs with them.

**Music**

Sing songs and speak chants and rhymes.

**SPAG**

Leave spaces between words  
Begin to use basic punctuation.  
Use capital letters to start sentences.  
Spell words containing each of the 40+ phonemes  
Spell common exception words

**ICT**

Create, organise, store, manipulate and retrieve digital content.

Recognise uses of IT beyond school.