

Literacy/Phonics

In Literacy our focus texts will be 'Slowly, slowly said the Sloth' and 'The Very Hungry Caterpillar'

We will be building on learning from Spring term on adjectives and story language. We will also be teaching the children more about how sentences are structured and beginning to look at simple punctuation such as capital letters, finger spaces and full stops. We will use a range of non-fiction texts and poems about animals.

In Phonics most children will finish Phase 3 by the end of the year. Some children are working in Phase 4.

In this phase children will learn more digraphs, which are sounds (phonemes) created by 2 letters together such as 'sh' or 'ch'. They will also learn 'tricky' words which cannot be decoded such as 'was' and 'are'. Children will be building their skills in blending and segmenting to both read and write words.

Personal, Social and Emotional Development

This term we will be building our conversation skills and confidence so that we start conversations with peers. We will invite them into our play and listen to what they say, taking on board their ideas and responding appropriately. We will practice negotiating so that all our ideas are heard.

We will spend lots of time preparing for the transition to Year 1. Our timetable will change to help children be ready. We will spend time looking back on the success and fun of their first year in school and look to the future and all that is to come.

Our new Learning Behaviour will be 'Challenge'.

Maths

- Recall of numbers bonds to 5. This builds on practical work done in Autumn term
- To count, recognise and order numbers to 10 and compare groups
- To subitise (recognise quantity without counting) It helps children to see how numbers are made up. For example, you can make the number eight many ways: 1 + 7, 2 + 6, 3 + 5 etc. By separating and combining numbers through subitising, children lay the foundations for addition and subtraction.
- Consolidate recognition of 2D shapes with up to 5 sides (Circle, Semicircle, Triangle, Square, Rectangle, Pentagon)
- Learning the names of common 3d shapes and begin to talk about their properties
- Looking at capacity, length and measures

Curriculum Newsletter

Reception

Summer term — Amazing Animals

Understanding of the World

We will be exploring elements of Geography and Science through our Amazing Animals topic focus.

Children will have the opportunity to lead their own learning as we discover the animals they are most interested in and support them to find out facts about those animals. Where in the world do they live in the wild? What is their life span? What do they eat? etc

When finding out information about animals we will be using iPads and computers to help us. We will be comparing and contrasting the characteristics of different animals, comparing their habitats and the ways in which they are adapted for their environments

Physical Development

Both classes will continue to do PE on **THURSDAY** every week. Children will need to come to school WEARING PE KIT on this day.

Children are **not** permitted to wear hoodies or logo tops or t-shirts.

Many lessons will be outside at this time of year.

Children may wear their school jumper over their PE kit.

We will be exploring parachute games, throwing and catching skills, bat and ball games and, in the last half term, we will be practicing the activities and learning skills to get ready for Sports Day.

We will apply the skills of using space safely and moving in different ways which we learnt in Spring.

Expressive Arts and Design

On the stage are outside children will be exploring how sounds can be changed – for example to create loud or soft sounds

Children will be exploring matching movement to favourite songs. They will also be listening to different genres of music and discussing their likes and dislikes.

Children will build on their construction skills from last term by looking at how they can join materials in different ways and evaluate which ones work best for different purposes. For example using Prit stick, PVA glue, split pins or sellotape