

Class Text – The Naughty Bus by Jan Oke, Whatever Next by Jill Murphy, Mr Gumpy's Outing by John Burningham, Jabari Tries by Gaia Cornwall

Additional Texts – Oi Get off Our Train, Mr Gumph's Outing, Steam Train Dream Train, Pigeon on the Bus, You Can't Take an Elephant on a Bus

Poetry – Sail Your Silver Boat by Trevor Millum & Down by the Station

Genres for writing – Captions, labels, description text, non-fiction booklets, letter instructions, recount, narratives.



Communication and language

- Use time adverbs for instructions
- Apply oral skills to more genres and for more purposes
- Applying appropriate vocabulary for persuasion
- Using topic specific language and asking topic-specific questions
- Identifying description and key vocab from the text and using this within their own speech and writing to describe story settings and characters using range of adjectives
- Use prepositions
- Using story language and structure to form own narratives similar to model text

Written literacy

Form lower case letters in line with phonics

- Write letters linked to multiple sounds
- Begin to write short captions of more than 1 word e.g. determiner noun; determiner, adjective, noun
- Finger spaces
- Beginning to write some HF words from memory
- Children can verbalise/articulate what their caption/sentence says
- Letters recognisable and application of phonics evident

Phonics –

The children will be learning the phonemes and graphemes in Speed Sounds 1 & Speed Sounds 2. Children will be decoding and reading sentences in reading books suitable for their level. Children will also be writing short sentences which can be read by themselves.

Mathematical Development

Numbers to 10

Have a deep understanding of number to 10, including the composition of each number.

Subitise (recognise quantities without counting) up to 5.

Verbally count beyond 20, recognising the pattern of the counting system.

Comparing numbers within 10

Have a deep understanding of number to 10, including the composition of each number.

Subitise (recognise quantities without counting) up to 5.

Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.

Addition to 10

Have a deep understanding of number to 10, including the composition of each number.

Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.

Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.

Measure (Length, height and weight)

Demonstrate strength, balance and coordination when playing.

Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.

Revisit topics:

Shape 3D & 2D

Children will be introduced to shapes and their properties with a focus on rolling and stacking with 3D shapes and viewing 2D shapes in different orientations.

Computing



E – Safety

Use a mouse to rearrange objects on a screen
 Use a camera to collect pictures and sounds
 Use a basic paint program using the C Touch

Talk about making good choices when using the internet and websites.

Personal Social Emotional Development -

Dreams and Goals



Staying motivated when doing something challenging.
 Keep trying even when it's difficult.
 Work well with a partner or even in a group.
 Have a positive attitude.
 Help others achieve their goals.
 Work hard to achieve their own dreams and goals.

Physical Development –

Dance & Gymnastics



PHYSICAL SKILLS: Actions, dynamics, space / shapes, balances, jumps, rocking, rolling, travel
 SOCIAL SKILLS: work safely, respect, collaboration / work safely, collaboration, share and take turns
 EMOTIONAL SKILLS: confidence, independence / determination, confidence
 THINKING SKILLS: comprehension, provide feedback / choose and apply actions, creativity

Understanding the World

Past & Present Using images compare transport from the past and present and use language to describe their similarities and differences.

Use language to explain how transport has changed over time.

The Natural World

Name different types of manmade transport and knowing their purpose.
 Sort and order different types of transport by their purpose (land, sea and air) and use language to describe why it is suited to where it travels.
 Name and sort where different types of transport will travel Land – car, train.
 Through observation and interaction, use language to explain how transport moves.

Map making – Draw a journey to school and annotate
 Comparing urban vs rural environments.
 To investigate magnets, floating and sinking and melting and freezing.

People, Culture & Communities

Can name celebrations from other religions Chinese New Year and Holi. Can re-tell the story from China and the Hindu story.

Go to the Science and Transport Museum to learn about transport.



Expressive Arts & Design

Creating with Materials – The children will be making 3D models of their favourite mode of transport.

- To explore different techniques of joining materials when using materials such as cardboard, plastic, wood to create a model of a transport.
- To handle tools safely when cutting and joining materials such as wood and cardboard.
- To experiment with decorating their models using a range of different craft materials such as pastels, chalk, water paints etc.

Being Imaginative and Expressive – To begin to create costumes, props and resources for role play and small worlds.

- Create colourful vehicles and props to use them in a story or scene.
- To join in which whole school singing and storytelling.
- To learn to sing along to nursery rhymes and action songs.
- To Listen and respond to different styles of music.
- Improvising leading to playing classroom instruments.

