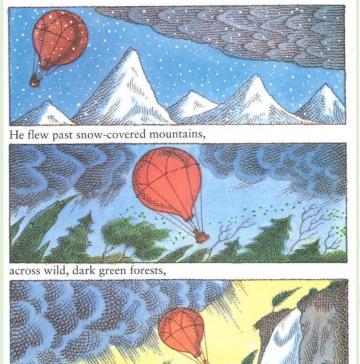
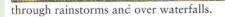
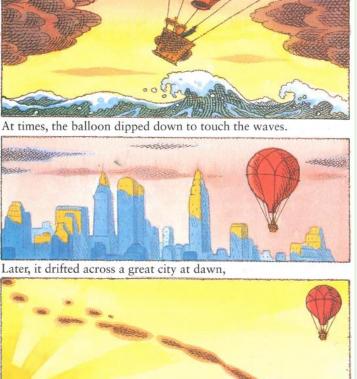
rear 1 Spring 2 **If the dinosaurs came back... BIG QUESTION..** How do we know that dinosaurs really lived?

Stomp, crash, roar! Watch out – there are dinosaurs about!

During this half term, we'll learn about the great fossil hunter, Mary Anning, and follow in her footsteps, finding out about where she lived and discovered her huge fossils on the Jurassic Coast. We will discover the human and physical features that can be found at the coast, and we'll also use our design skills to make a dinosaur discovery jeep! Learning dinosaur names, writing interesting diary entries, purposeful letters and reading and writing poetry are some of the other exciting activities we'll be involved in this half term.







and then, as the sun rose, flew on far, far away.

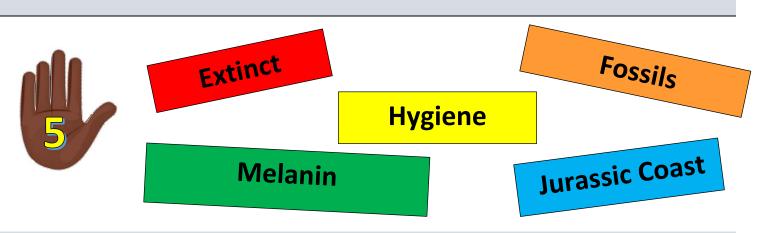
In this half term, you will...

Phonics/	Revise previously taught phonics sounds daily.
Reading	Practise reading alien (nonsense) words.
-	Apply sound buttons to read familiar and unfamiliar words.
	 Read words containing –s and –es endings.
	Read words of more than one syllable.
	 Begin to notice and correct 'marvellous mistakes' when reading.
	• Read aloud accurately books that are consistent with your developing phonic knowledge.
	 Re-read these books to build up fluency and confidence in word reading.
	 Read and share a range of stories linked to dinosaurs to develop vocabulary.
	 Continue to build a love of reading during golden reading time where the children can read
	anything they like from comics, children's newspapers, stories, non-fiction with their friends.
	• Take part in daily reading sessions in a small group with peers, developing confidence and
	discussion with support of an adult.
	• The following sounds will be covered, in line with our phonics scheme 'Little Wandle Letters
	and Sounds Revised'
	/ur/ 'or' e.g. word, /oo/ 'u' and 'oul' e.g. awful could, /air/ 'are' e.g. share,
	/or/ 'au', 'aur' 'oor' and 'al' e.g. au thor, dinos aur , fl oor and w al k
	/ch/ 'tch' and 'ture' e.g. ma tch adven ture , /ar/ 'al' and 'a' half* father*, /or/ 'a' e.g. water,
	schwa in longer words: different
	/o/ 'a' e.g. want, /air/ 'ear' and 'ere' e.g. bear there, /ur/ 'ear' e.g. learn, /r/ 'wr' e.g. wrist,
	/s/ 'st' and 'sc' e.g. whi st le and sc ience, /c/ 'ch' e.g. s ch ool, /sh/ 'ch' e.g. ch ef, /z/ 'ze' e.g. free ze ,
	schwa at the end of words: actor
	• We will also be reviewing previously taught tricky words and learning new tricky words:
	once, laugh, because, eye
Writing	Begin to name the letters of the alphabet.
	Begin to write capital letters correctly.
	 Write lists, facts and labels.
	 Compose a sentence orally before writing it.
	 Write simple sentences that start with a capital letter and end with a full stop.
	 Use finger spaces in between words.
	 Begin to use conjunctions to join ideas using 'and'
	 Know what nouns, adjectives and verbs are.
	 Begin to write expanded noun phrases (including adjectives, nouns and verbs)
	 Write a diary entry in 1st person (as if from Mary Anning's diary)
	 Write a simple letter.
	Write facts about dinosaurs.
	Write a simple poem.
	Know what a simile is.
	 Hold a pencil comfortably and correctly.
	 Ensure letters are formed correctly, of a similar size and are sitting on the line.
Mathematics	Count forwards and backwards to 50.
	 Represent numbers to 50.
	 Know one more and one less than a given number.
	 Understand the place value of a 2-digit number (tens and ones).
	 Estimate, measure and compare height and length of dinosaurs using non-standard and standard
	units.
	• Use a ruler correctly.
	 Measure and compare mass, volume and capacity.
Science	Describe what pets need and how to look after them.
	Observe seasonal changes.
	 Name parts of the human body that we can see.
	 Know parts of the human body that are associated with each sense.
	 To understand the function of the skin and how melanin affects skin colour.

In this half term, you will...

Computing Geography	 Understand what algorithms are and how they are implemented as programs on digital devices. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. Explore the way a project looks by investigating sprites and backgrounds. Use programming blocks to use, modify, and create programs. Introduce the early stages of program design through the introduction of algorithms. To identify the four countries of the United Kingdom and their four capital cities. Identify and label the geographical features of a coast.
	 Find out about the human features of the Jurassic Coast.
Design and	Know what a product is and what a material is.
Technology	 Design a dinosaur explorer jeep using wood and card.
	 Use a range of materials and components to make a dinosaur jeep.
	 Make simple judgements about your products and ideas and suggest how your product could be improved.
P.S.H.E	Understand the difference between being healthy and unhealthy, and know some ways to keep myself healthy.
	Learn/know how to make healthy lifestyle choices.
	• Understand that household products including medicines can be harmful if not used correctly.
	• Understand that medicines can help you when you feel poorly and know how to use them safely.
	Know how to keep safe when crossing the road and know who can help me to keep safe.
Physical Education	Indoor PE will focus on Fitness. Children will learn to:
Education	 Understand how to run for longer periods of time without stopping. Develop an ordination through hule been skills and imming clong a range
	 Develop co-ordination through hula-hoop skills and jumping along a rope. Develop individual skipping
	 Develop individual skipping. Take part in a circuit to develop staminal co-ordination and agility.
	 Take part in a circuit to develop stamina, co-ordination and agility. Evaluate oversizes that use your body weight
	 Explore exercises that use your own body weight. Outdoor PE sessions will focus on Target Games. Children will learn to:
	 Develop underarm throwing towards a target. Develop underarm and overarm throwing for accuracy.
	 Develop throwing for accuracy and distance using underarm and overarm.
	 Select the correct technique for the situation.
	 Develop throwing for accuracy and distance.
Religious	 Know what things are important to you.
Education	 Know what vas important to Jesus. How do they know/ where do we look?
	 Know what Jesus gave up for love.
	 Listen to the story of Holy Week, including the Resurrection and Easter.
	 Understand about why people give something up for love.
ALZ	The ALZ or Active Learning Zone is a separate area to the classrooms run by a dedicated member of staff,
	six children from each class access the provision each session. Children are able to explore their learning in
	an active and practical manner and are set challenges and tasks which extend their learning and problem-
	solving skills. The teacher can use these opportunities to observe learning and make assessments.

TOP 5 WORDS to know by the end of this topic:



Useful websites to enhance learning:

https://www.ictgames.com/

https://www.topmarks.co.uk/maths-games/hit-the-button

<u>https://www.littlewandlelettersandsounds.org.uk/resources/for-parents/</u> (The videos here will demonstrate how we say the sounds and how we teach children to blend).

There are many more useful websites linked to other areas of our curriculum on our school website. <u>Click here</u> to take you to the Pupil Zone.

Great books you could read:

