

Class 1 - Summer Term Overview 2017



THEME: BUMPER TO BUMPER

Week	PERSONAL, SOCIAL & EMOTIONAL DEVELOPMENT	UNDERSTANDING THE WORLD	EXPRESSIVE ARTS AND DESIGN	PHYSICAL DEV	COMMUNICATION & LANGUAGE	LITERACY – focus texts: The Train Ride/The little Boat/The owl and the pussycat/Going home from Grandpas/Mr. Gumpy's motor car/Lost and Found	MATHEMATICS
24/4	We will develop	We learn about continents and countries, oceans and islands, deserts, mountains and the North and South	We will consider the best materials and tools to use for our planned activities.	We will develop our ability to hop and skip in time to music.	We have regular opportunities for Show and tell, circle time discussions, oral stories, guided	Fiction: Stories about transport and journeys - we explore and write about real and fantasy journeys, thinking about the different vehicles in which we might travel.	Counting- Recite numbers to 100. Count in 1s and 10s to 100. Estimate from a given choice or range, for example 10, 20 or 100. Compare sets of objects, using the language more and fewer.
2/5	our ability to play group games with rules. We will understand how to get along with others, thinking about how to reach a compromise and settle disputes in a friendly manner. We will learn about bullying and how to stop it happening. We will begin to attend some whole school assemblies and play in the big playground at lunctime.	vehicles and how they work. We design and construct vehicles and think about how to make them move. We compare transport now and in the past and from other countries. We learn about road safety and traffic signs and look at registration plates. We think about the ways in which we travel, from home to We will reflect our work, considering if would change anything or do things different in the future. We will present and describe how/why things have been made work and give our opinions	our creations and constructions and gather resources independently. We will reflect on our work, considering if we would change anything or do things differently in the future. We will present and display our work and describe how/why things	We will play team games. We will engage in some competitive activity in preparation for sports day. We will continue to develop our skills with mark-making, forming our letters correctly and beginning to write for longer periods of time. We will be more independent with choosing healthy options at snack time.	reading, talk partners where we develop our attention and listening skills, and improve our communication with others. We will develop our ability to give and follow verbal instructions, thinking about the importance of sequencing actions in the right order. We will improve our vocabulary, thinking about using 'wow' words to describe everyday things.	Non-fiction: Information and instructions. Compare facts and fiction. Make models of vehicles and use photos of the constructions to write instructions.	Counting and addition- Mental addition of 1, 2 or 3 to any number to 20 by counting on. Select the correct numeral to represent 1-10 objects. Compare using the words more and fewer.
8/5						Fiction: Read a variety of stories set in different cultures and countries. We express opinions and compare, giving reasons for preference. We investigate the characters and write speech bubbles and thought clouds.	2-D Shape and data- Sort irregular shapes according to number of corners/sides. Sort objects using criteria such as colour, curved, no. of corners, etc. Sort objects using their own criteria.
15/5						Non-fiction: postcards and letters We read texts containing written messages. We learn about the layout of letters and postcards and write some of our own.	Addition and subtraction- Pairs with a total of 6 or 7. Doubles to double 5. Mental addition using counting up, mental subtraction using counting back.
22/5			We will view each other's work and give			Poetry – We read and write poems, thinking about different climates and landscapes.	Counting and sequences- Create and complete repeating patterns with two or three colours/shapes/objects/ actions. Count in 2s.