



# Pine Class

## Term 3



### English

#### Phonics

**Revise:** all Phase 3 and Phase 5 sounds already covered.

**Teach:** Alternative pronunciations for u and ow, ie and ea, er and ch, a, y and ou.

#### Vocabulary, Grammar and Punctuation

- Continue to focus on speaking and listening, to develop effective speech through **sentences**; include oral retelling of a simple story.
- Use **capital letters** and **full stops** consistently in own writing.
- Join sentences with and, but, because, so
- Read own work aloud to check for sense.
- Use a capital letter for own name and personal pronoun 'I'; days of the week; names of places and people.
- Correctly use the question mark (?) for a question and the exclamation mark (!)
- Turn words into plurals using s, es
- Add suffixes to verbs - (ed and ing)
- Use noun phrases to improve the quality of the writing.

#### Reading

- Apply phonic knowledge and skills as the route to decode words.
- Respond speedily with the correct sound to graphemes (letters or groups of letters) for all 40+ phonemes, including, where applicable, alternative sounds for graphemes.
- Read common exception words, noting unusual correspondences between spelling and sound and where these occur in the word.
- Make inferences on the basis of what is being said and done, predicting what might happen on the basis of what has been read so far.

### Maths

#### Place Value to 20 (continued) and then to 50.

- Recognise numbers to 50.
- Partition numbers into tens and ones
- Represent numbers to 50
- Find one more/one less
- Order numbers to 50

#### Calculation (addition and subtraction)

- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
- Represent and use number bonds and related subtraction facts within 20
- Add and subtract one-digit and two-digit numbers to 20, including zero.
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as  $13 = \square - 5$ .

### Science - Materials

- Distinguish between an object and the material from which it is made.
- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock.
- Describe the simple physical properties of a variety of everyday materials.
- Compare and group together a variety of everyday materials on the basis of their simple physical properties.

### Working Scientifically

- Ask simple questions and recognising that they can be answered in different ways
- Observe closely, using simple equipment
- Perform simple tests
- Identify and classify
- Use their observations and ideas to suggest answers to questions
- Gather and record data to help in answering questions.

### Computing -Maze Explorers

#### Digital Literacy

- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.
- Use a Mouse to help them sort and group objects.
- Learn how to type and use the keys on a keyboard.

#### E-Safety

- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

### Humanities -Toys

#### History

Children will learn about changes within living memory.

Identify similarities and differences between ways of life in different periods. (Focus on toys)

Ask and answer questions about the past.

Understand some of the ways that we find out about the past.

#### Geographys

Geographical Skills and Fieldwork

- Can name and locate the world's 7 continents
- Can use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage

#### Design and Technology

- Cut materials safely using tools provided.
- Demonstrate a range of cutting and shaping techniques (such as tearing and folding).
- Demonstrate the ability to join using glue.