

## ENGLISH

Fiction and poetry:  
Traditional stories and rhymes; fairy stories; stories and poems with familiar, predictable and patterned language from a range of cultures.  
Non Fiction – information books, including non-chronological reports, simple dictionaries.

## MATHS

Solving 1 more/less than impractical activities. To name and recognise numbers 1/20.  
Understand add and subtract. Use money in practical activities. Name and describe common 2D and 3D shapes.

## HOW THINGS WORK

To understand, observe, describe and compare movements of children and objects make in terms of position.  
Describe how to make an object start to move by pushing and pulling. Recognise dangers to themselves in moving objects.

## ART/DT

Investigate and learn about a range of materials and processes to show what they have learnt.

# Theme

**The Hub – Spring 1**  
**Can you remember a phrase from a familiar story?**

## MUSICAL ACTIVITIES

To develop an understanding of rhythm, duration and tempo. To compose a piece of music focusing on rhythm, tempo and duration. To play games.

## UNDERSTANDING OF THE WORLD

To look at festivals and celebrations including Chinese New Year. To think about how people celebrate special occasions in the home. To learn songs for

## PSHE

To develop their listening skills using a range of activities. To recognise, name and deal with their feelings in a positive way – I am happy, sad or cross. To recognise what they are good at. To learn about keeping safe - going for a walk.

## ICT

To make simple searches on the internet with support. To plan a sequence of moves for the Roamer, describe and amend if necessary. To use a games and programmes to support learning. To use a range of technology to support learning i.e. rollerball, switches, onscreen keyboard.

## PHYSICAL DEVELOPMENT

To use a range of tools and equipment to develop their fine and gross motor skills. To take part in P.E., swimming/hydro and physio(if needed).

## LANGUAGE AND COMMUNICATION

To work on their individual S/L targets through individual and group activities and games.