

Literacy

- To write the end of a story going back in time to the land of dinosaurs.
- To describe a dinosaur tooth or egg using exciting words.
- To add the prefix 'un-' and the suffixes '-er' '-est' '-ed' and '-ing' to a **root** word. E.g **longer**, **longest**
- To add '-s' to make a plural or '-es' if a word ends with 'sh, ch, x, z, tch, s'
- To write a report about our beach trip using question marks and exclamation marks.
- To write questions to find out about dinosaurs and use question marks and exclamation marks.
- To read information books and use a contents page to locate facts.
- To write riddles about dinosaurs.

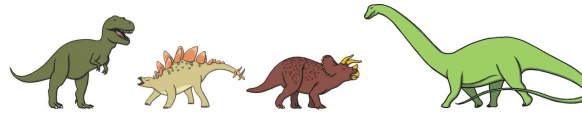
Maths

- To solve problems using addition and subtraction to 20.
- To solve missing number calculations.
- To use positional language - over, under, behind, in front.
- To use the language for direction and movement including whole, half, quarter and three-quarter turns.
- To solve problems using multiplication and division.
- To know and order the months of the year, days of the week.
- To find quarters of a shape, number and object.

Computing

- To select pictures from a picture bank to create a dinosaur fact page using Tizzy's Tools.
- Using text and images to support our story writing.

Chomp, stomp and big roars! Here come the dinosaurs!



Summer 2nd half 2020

Science

- To identify and name a variety of common animals that are carnivores, herbivores and omnivores.
- To know that everyday objects are made from different materials.
- To identify and name everyday materials, including wood, plastic, glass, metal, water and rock.
- To describe and sort materials.
- To understand that materials have different properties such as: hard/soft, stretchy/stiff, rough/smooth.

Art & DT

- To create large dinosaur collages.
- Dinosaur rubbings.
- To design and make a dinosaur sand sculpture.

R.E & P.S.H.E

- To positively prepare for moving on to Year 2; looking at what we are excited to do and meeting our new teachers.
- SRE - To discuss different types of families.

P.E

- To beat our own record in athletic challenges: running, throwing, jumping.
- To create games and cooperate with a partner.

Music

- To explore rhythm, tempo (fast and slow) and pitch (high and low) through songs.