

### Expressive Arts and Design

- Listen to simple songs from different countries.
- Sing in a group or on their own, increasingly matching the pitch and following the melody.

### Reading

- Reading key texts as a class including: **The Jolly Postman, A Walk in London and All Aboard the BoBo Road**
- Draw a map to represent events in the story.
- Learn about non-fiction texts and how we can find information in these types of books.
- Ask questions about the characters in a story.

### Communication and Language

- Listen to and talk about stories to build familiarity and understanding.
- Link events in a story to their own experiences.
- Articulate their ideas and thoughts in well-formed sentences.
- Describe events in some detail.

### Personal, Social and Emotional Development

- Identify and moderate their own feelings socially and emotionally.
- Think about the perspectives of others.
- Read *Ravi's Roar* and *The Selfish Crocodile*.

### Understanding the World

- Draw information from a simple map.
- Recognise some similarities and differences between life in this country and life in other countries.
- Listen to and discuss the book *My World, Your World* and *In Every House on Every Street*.
- Look at historic pictures of locality talk about what has stayed the same and what has changed.

### Summer 1 Key Theme

### Where we Live



### Physical Development

- Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball
- Play group games which involve rolling, pushing and kicking the ball.

### Writing

- Form lower-case and capital letters correctly.
- Write short sentences using phonics skills.
- Write a letter to a character from a story.
- Create a class book about their hometown/city.

### Maths

- **Building numbers beyond 20:** build and identify numbers to 20 and beyond, recognise that numbers 1-9 repeat after every full 10
- **Counting patterns beyond 10:** say what comes before or after numbers, place sequences of numbers in order
- **Spatial reasoning:** use positional language to describe where shapes are in relation to one another, explore how shapes can be combined and separated to make new shapes
- **Adding more:** recount all the objects to see how many there are altogether, add more by counting on small numbers (1,2 or 3)
- **Take away:** find the quantity in a group when items have been taken away, represent number stories using 10's frames, number tracks and their fingers