

Literacy: Daily phonics sessions—Read Write Inc sound sessions. Yr 1 - Writing sessions based on Read Write Inc ditties.

MAIN STORY: The Jolly Postman

- **Goldilocks and the 3 Bears** (porridge)
- **Hansel and Gretel** (stranger danger)
- **Jack and the Beanstalk** (bean growing)
- **Cinderella** (How to treat each other)
- **Little Red Riding Hood** (map)

Role-play - home corner, post office, Grandmas cottage

Talk for writing / writing opps- different endings to the stories, character descriptions etc.

Re-telling stories using puppets /props/pictures / role play

Listening to & answering questions about different stories

Recipe Writing (porridge, pancakes, Grandma Cakes)

Learn about a story structure i.e. what happens in the beginning, middle end - what is the dilemma?

Letter writing

Communication and Lang:

Retell stories, using props or pictures and actions. talk about what they see, feel, hear and think.. Hot seating characters

Expressive arts and design

Cooking - porridge, pancakes, grandma's cakes

rhythm and pattern activities and learning simple songs.

Role play - Post Office and Cottage to retell stories.

Acting out stories using props, masks. Making puppets to retell stories.

MUSIC EXPRESS UNIT - Hello (Beat and Tempo)

Drama games - freeze framing and hot seating. Interviewing characters in the story and getting into role.

Using junk modelling to create a giant map of Jolly Postman's journey - creating each house.

Art/Craft linked to RE/ celebrations - Holi colour pictures, chinese lanterns/dragons/ writing, Mardi Gras junk modelling instruments and masks, Easter baskets/bonnets etc.

ART/DT materials always available for ch to use

Mathematics: Counting songs and rhymes.

Counting, recognising and ordering numbers to 10—match letters to the right door number, put correct amount of objects into a parcel, say which number is one more or one less than a given number. Counting indoors and outdoors opportunities..
Yr 1—Numbers to 20.

Adding and taking away single digit numbers—practically and in play. Problems e.g. there are 10 letters in the postbag and 3 are delivered, how many more need to be delivered?? . R—numbers to 10. **Yr1—Numbers to 20, adding and subtracting a single digit from a 2 digit number**

Solving simple problems -see above. Children will also discover their own problems through their play e.g. Goldilocks Birthday party, building in construction area, play cooking, class Post Office etc

Shape and Measures: Use everyday language related to money— money in role play areas.

Naming the properties of 2D shapes and describing their properties. use shapes to design and create a picture/model of the Jolly Postman's Village (indoors and outdoors).

Sorting parcels by size and weight

Data—Favourite pancake toppings

The Jolly Postman and Friends

Class 1 - Spring 2020

Mrs Bowes

Personal, social and emotional Development

Sharing

Respect—Looking after things

Differences and similarities

What to do if we are scared

Stranger Danger

Make links with our school values

Understanding the World

Technology

Making Things Happen - modelling, control & simulations: Beebots—Jolly Postman's Journey, Little Red Beebot getting to Grandma's house.
Using laptops / IWB —Maths Games / Reading Games /Paint/ Cbeebies

The World

Seasons— Winter Walk and Spring walk (**Yr 1 Science—Seasonal Changes**)

Snow/ Ice—melting

Materials—House for the Wolf to Blow Down (**Yr 1 Science—Everyday Materials**)

(**Yr 1 Science—Working Scientifically**)

Natural and man made features of the environment (**Yr 1 Geog—Human and Physical**)

People and Communities:

Occupations: Post Person (visit), What does a Post Person do?)

Where do we live ?

Drawing simple maps and routes.

Likes and Dislikes of features of the school (**Yr 1 Geog—Human and Physical**)

Celebrations

Chinese New Year (25th Jan)

Mardi Gras/Pancake Day (25th Feb)

Holi (9/10th March),

RE

What Makes a Place Special? RQ2, 10

Why do we Celebrate Easter? RQ2, 14

Physical Development

Dressing and undressing for PE

PE UNIT: Movement—gymnastics / dance

Fine and gross motor skills

Outdoor learning

Healthy Eating/ Keeping Healthy — Pancakes and Porridge cooking.

Design a healthy basket for Grandma

The Jolly Postman and Friends

