

# Whimple Primary School - Curriculum Newsletter



**Class: Ash      Term: Spring 2025**

To enable you to support your child's learning at school it is important that you know what topics or areas they are studying. We hope that you find this helpful.

## English

**Year 1 Phonics:** Little Wandle - revise and consolidate phonemes covered from Phase 2-5, Phase 5 sounds continued - y (ee), ea (e), wh (w), oe/ou (oa), y (igh), ow (oa), g (j), ph (f), le (l), c (s), ve (v), o-e/o/ou (u), se (z), se/ce (s), ey (ee), u/ew /ue/u-e/ui/ou/oo (oo), ea e e-e ie ey y ee (ee), ss, zz, o-e/ o/oa as well as tricky words and simple sentences.

**Year 2 Spelling, Grammar and Punctuation:** Revise all phonemes and tricky words from Year 1, new tricky words and sentences - y making igh, add es, ed, er and est to words ending in y, add ing, ed, er and est to words ending in e, a making or, o making u

Capitals, full-stops, plural nouns, verbs, adjectives, expanded noun phrases, present and past tense, using a dictionary, coordinating conjunctions.

**Text** - Fiction: The Day Louis Got Eaten by John Fardell - write a story following the pattern of the text. Classic Poetry: The Quangle Wangle's Hat and The Owl and the Pussy Cat by Edward Lear. Non-fiction: Seed to Sunflower by Camilla de la Bédoyère - write an explanation of the life-cycle of a chosen plant or animal.

**How to help:** Read and re-read the guided reading book. Share a range of other books and discuss stories and features within non-fiction texts. Practise weekly spellings.

## Maths

### Place Value:

Count to and across 100, forwards and backwards in 1s and 10s. Read & write numbers to 100. Read numbers in words. Know the place value in 2-digit numbers. Place/locate numbers on a number line and 100 grid. Compare and order numbers (use <, > and = signs). Give 1 and 10 more/less. Partition numbers into 10s and 1s.

### Addition and Subtraction:

**Year 1:** Know all number bonds up to 10. Solve missing number problems. Recognise and know the value of coins and notes. Use the correct symbols to write additions and subtractions. Add small numbers by counting on; subtract small numbers by counting back.

**Year 2:** Know number pairs for all the numbers up to 20. Add 2 or 3 single-digit numbers, using number facts. Add a 2-digit number and tens; add two 2-digit numbers which total less than 100. Count back in ones or tens or use number facts to take away. Begin to count up to find a difference between two numbers with a small gap, e.g. 42 - 38. Find different combinations of coins that give the same amount. Solve money problems. Add and subtract pence and pounds, including finding and giving change.

### Multiplication, Division and Fractions:

**Year 1:** Count in 2s, 5s and 10s from 0. Solve simple problems involving multiplication/division. Recognise doubles to double 6 and find related halves. Halves and quarters of an object, shape or quantity.

**Year 2:** Count from 0 in steps of 2, 3, 5 and 10. Count on and back in 10s from any number. Know 2, 5 and 10 times tables, and related division facts. Write multiplications and divisions, using the correct symbols. Understand that multiplication can be done in any order (commutative) and division cannot. Solve multiplication/ division problems. Halves, quarters and thirds of an object, shape or quantity.

### Shape and Measures:

Name and describe the properties of common 2D and 3D shapes. Recognise line symmetry and create symmetrical patterns. Compare and measure lengths, weight and capacities in non-standard and standard measurements. Compare and order objects according to length, weight or capacity and record the results using >, < and =.

**Time:** **Year 1:** Tell time to o'clock and half-past. Use the language of time.

**Year 2:** Tell time to quarter hours and begin to tell the time to the nearest 5 minutes.

**At home:** Play maths games e.g. dominoes or snakes and ladders. Use maths in everyday life e.g. cooking, money etc. Count everything and anything! Stairs, steps, money, food, etc. Encourage children to count on when adding e.g. 5+3

expect your child to say 5 - 6, 7, 8 rather than starting on 1. Learn number facts e.g. number bonds to 5, 6, 7, 8, 9 and 10 (pairs of numbers that add up to these numbers e.g. number bonds for 5:  $0+5=5$ ,  $1+4=5$ ,  $2+3=5$ ,  $3+2=5$ ,  $4+1=5$ ,  $5+0=5$ ) and the related subtraction facts (e.g.  $5-0=5$ ,  $5-1=4$ ,  $5-2=3$ ,  $5-3=2$ ,  $5-4=1$ ,  $5-5=0$ .) Year 2-Learn pairs to 20, reinforce place value through money (1ps, 10ps, £1), count in 2s, 3s, 5s, 10s and learn x table facts for 2, 5 and 10.  
**Doodle Maths.**

### Science

**Everyday Materials:** explore the different materials that objects are made from, describe the properties of a range of materials, understand that the properties of a material make it suitable or unsuitable for a particular purpose, recognise that some materials can change shape.

**Plants:** name a range of common plants, understand that plants are suited to different habitats, name the parts of a plant and their function, plant growth, the basic needs of plants for healthy growth.

**At home:** Explore and discuss materials around the home, use Purple Mash and Espresso to find out more.

### Art and Design

**Happiest Houses** - make observational drawings of familiar buildings. Experiment with a range of drawing materials, creating texture and tone. Learn about the work of James Rizzi and his 'Happiest Houses'. Design and make their own 'Happiest House' inspired by James Rizzi.

**Printing Plants** - explore shapes and patterns in nature through rubbing and printing. Experiment with a variety of printing tools and techniques including impressed printing, relief printing and overprinting. Learn about the work of William Morris.

**At home:** Encourage your child to make observational drawings around the home and garden. Explore a range of art and craft materials.

### Computing

Year 1 - **Programming: Moving a Robot** - using directional commands to make a sequence to program a Beebot.

**Creating Media: Digital Painting** - learning to use a variety of tools to paint a digital picture using 2Paint on Purple Mash.

Year 2 - **Creating Media: Digital Photography:** use a digital device to take a photograph, make informed choices about taking a photograph and describe what makes a good photograph. **Programming: Robot Algorithms:** exploring further instructions and programming and begin to use a series of instructions (algorithms); follow, compare and predict the outcome of a series of commands (program).

**At home:** Practise typing their name with a keyboard and using a mouse or track pad. Use Purple Mash to develop and reinforce key skills across the curriculum. Use a device to take some photographs.

### Geography

**Geographical Enquiry** - Weather Patterns - seasonal and daily weather patterns, differences between inland and coastal weather, suitable clothing for different types of weather, weather forecasting, compare weather in equatorial and polar regions with UK weather.

**How to help:** weather observations, looking at polar and equatorial regions on maps and research using Purple Mash

### PSHE (Jigsaw)

**Dreams and Goals** - Choose realistic goals and think about how to achieve them, persevere even when things are difficult, work well in a group and know how to share success with other people.

**Healthy Me** - Know what is needed to keep our bodies healthy, know some things that make us feel relaxed and some that make us feel stressed, understand how medicines work in our bodies and how important it is to use them safely, sort foods into the correct food groups and know which foods our bodies need every day to keep us healthy and give our bodies energy.

### Religious Education

Why do Christians believe God is loving and forgiving? Learning and interpreting the story of the Prodigal Son. Investigate the significance of Easter symbols.

### Languages

Greetings in a variety of languages. Simple vocabulary and phrases in French.

## Music

**Charanga Unit 3 - Exploring Sounds:** Learn that music is made up of high & low, long & short and loud & quiet sounds, explore these sounds and create very simple melodies. **Inventing a Musical Story:** Music is used for many reasons and can tell a story & express feelings. Music can be loud or soft, fast or slow, smooth & connected, or short & detached. Pupils will explore music & use instruments to communicate a story and different emotions.

## Design and Technology

**Mechanisms: Vehicles** - explore wheels and fixed and free-moving axles and design, make and evaluate a vehicle for a specific person and purpose.

**How to help:** explore different types of vehicles and their parts through toys, books and Purple Mash and Espresso

## Physical Education

**Real PE:** Cognitive - understand the tactics of attacking and defending, understand and follow simple rules. Creative - make up own rules and versions of activities, select and link movements together to fit a theme.

**Get Set 4 PE** - Striking and Fielding - throwing and catching, batting and tactics. Dance - create patterns, shapes and linking movements, create a short dance phrase with a change in speed.

**At home:** Give your child lots of opportunities to develop a range of movements through playing games and using equipment e.g. visit the park, play ball games. Discuss healthy choices in lunch boxes/school dinners.

**Ensure that your child has appropriate footwear/kit in school for P.E activities.**

## Personal Development

Remember to put the 6 'R's and the 8 key skills from Skills Builder into practice.

- Resilience, Respect, Responsibility, Resourcefulness, Reasoning and Reflection
- Listening, Speaking, Problem Solving, Creativity, Staying Positive, Aiming High, Teamwork, Leadership.

Take greater responsibility for organising themselves and their belongings.

Work hard to meet personal targets and targets set for the whole class.

Be responsible for completing homework activities set:

- **Daily** reading (guided reading and individual books as well as books from personal collections).
- Learning weekly spellings.
- Any other individual tasks set.
- Year 1 and 2 maths home learning tasks set on Google Classroom
- Year 2 children - guided reading homework (set on Wednesday and handed in on Monday with the guided reading book).

### How to help:

- Remind your child to put their book bag and snack in their trays in the morning.
- Return guided reading books on a Monday
- Please read a little each day with your child and support them to learn any sounds or words sent home.
- Regularly practise the weekly spellings with your child and revise those they have struggled with.
- Encourage use of Purple Mash and Doodle Maths to reinforce key skills.
- Please reinforce the correct use of capitals and full-stops when completing written work at home and encourage good presentation skills.
- Year 2 children - please support your child to complete any additional homework tasks set and hand them in on time.



### Class Information:

Weekly spellings: Fridays

Guided reading: Monday, Tuesday and Wednesday - books will come home on a Wednesday and need to be returned the following Monday

Individual reading books can be changed throughout the week,

PE: Tuesdays and Thursdays - PE kits, including suitable footwear, need to be in school every day