## English

To listen to and respond to; poetry, fiction and non-fiction texts focused around the seaside holidays past and present, sea creatures, beach safety and the seaside.

Write an adventure story about a magic beach.

Write a non-fiction report about a sea creature.

Continue to learn about full stops, capital letters, ? and !

Perform a "seaside" puppet show.

## Maths

Add and subtract a single digit number to and from a 2 digit number (within 100).

Solve word problems involving + / - 1 digit and 2 digit numbers and money.

Solve one step problems involving multiplication and division, 2's, 5's, 10's.

Describe position, directions and movement.

Recognise and find a half and quarter of 2d shapes and numbers.

Measure time (hours, minutes, seconds)

## Computing

Understand what an algorithm is.

Create a simple program.

Use technology safely and respectfully, identifying where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

## Handwriting

Practise lower and upper case letter formation using letter families and lead in and out flick.

Practise numeral formation.

# Buckets and Spades

## Phonics

Revise all sounds previously taught.            Learn and practise spelling of compound words (eg; birthday / everyone).

Learn the past tense of irregular verbs (eg, see – saw / say - said / am – was / have – had).     Learn how to add suffix "ing" and "ed".

Learn and practise to spell polysyllabic words (eg; mystery, adventure, finally). Read and write phonically regular sentences.

## History

Ask and answer questions.

Understand some of the ways we find out about the past, by looking at photographs, books and internet resources.

Identify similarities and differences between seaside activities now and 100 years ago.

To know about the lives of significant individuals in the past – Grace Darling

## Art and Design

Learn about the work of artists (Lynette Amelie and Richard Tuff) and make links to their own work.

Use drawing and painting to develop and share ideas. Create an under the sea 3d model.