



Phonics

- Alternative Vowel Sounds : - oa, ow, oe, o-e, ee, ea, -y,, oo, ew, ng, qu
- Use of magic 'e' at end of word to change the vowel sound to its letter name eg. came, wide, cone
- Silent letters eg. 'k' in 'know'
- Control over size, shape and orientation of lower and upper case letters
- Blending and segmenting of unfamiliar words

Cross-curricular Topic - Castles

- Visit to Carrickfergus Castle
- Jobs carried out by people who worked in a castle long ago – jester, cook, musicians, knights
- Parts of a castle – moat, dungeon, battlements, parapet, drawbridge, portcullis, keep
- Banquets

Literacy

Talking and Listening

Talk about 'Castles' topic.

Listen to wide range of stories, texts, poems, songs, instructions.

Adopt and assume a role during dramatic play.

Reading

Continue to build sight recognition of Tricky Words:

as, people, some, was, were, see, said, she.

Make choices about books, and give reason for choice.

Read aloud with other members of the group.

Talk about characters.

Predict what might happen next in the story.

Retell a familiar story in own words.

Recognise question marks and exclamation marks.

Recognise smaller words within words eg 'and' in 'sandwich'.

Identify rhyming words.

Comprehension activities

Writing

Construct simple sentences.

Capital letters for names, for word 'I', start of sentence.

Fullstops at end of sentence.

Completing / reordering jumbled sentences.

Writing stories / recount / lists / labels / instructions

Adding basic adjectives (eg. my 'red' boots)

Numeracy

- Oral counting - forwards and backwards in ones/twos within 30 from different starting points.
- Read and sequence numerals up to 30
- Explore components of numbers within 8.
- Investigate different ways of partitioning sets of objects into subsets practically and talk about the outcomes.
- Develop recall of addition and subtraction facts to 7.
- Add and subtract 0, 1, 2 orally within 20.
- Be able to recognise and use 'add', 'plus', 'one/two more than', 'subtract', 'minus', 'take away', +, -, = symbols.
- Commutative nature of addition ($6+7 = 7+6$)
- Complimentary Addition ($5 + ? = 10$)
- Recognise and use number 'names' up to ten (one, two, three . . .)
- Odd and Even numbers within 10
- Subtract two numbers practically within 12 (take away)
- Using a number line to count back and link to subtraction.
- Money - recognise all coins in everyday use. Use number skills in shopping within 10p, where change is required.
- Measures - Time - Months of the Year, Seasons. Yesterday, today, tomorrow. O'clock and Half-past. One hour later/earlier.
- Order objects using language of length / capacity / weight.
- Name common 2D & 3D shapes (circle, square, rectangle, triangle, cone, cube, cuboid, sphere, cylinder).