

Great and Little Shelford CE (A) Primary School Curriculum Project - Year R Summer Term 2

Big start: Be an Inventor!

Big finish: Magnificent Machines Museum

Phonics Letters and Sounds Phase 4: consonant, consonant, vowel, consonant words and consonant, vowel, consonant, consonant, reading and writing tricky words

Handwriting: cursive digraphs and trigraphs/ capital letters /tricky words / numerals

RE: Understanding Christianity, Creation Unit; How can we care for our wonderful world?

Expressive Arts and Design

Robot music and dancing
3D models - on a small and large scale
Observational drawing of vehicles
Self portraits
Weaving
Opportunities to compose own music (showtime!)
Rhythm/ tempo/ pulse skills
'Vehicles' songs and rhymes

Communication, language and literacy

Comparing fiction and non-fiction texts
Listening to stories, recreating stories, using small world - Sequencing stories, showing understanding of characters.
Writing and acting out stories, writing poems, lists and labels

Magnificent Machines

Physical Development -
Swimming
Team games
Sports day

Opportunities for **ICT**:
Beebots
IPad camera app

PSED

Moving up to Year 1
Conflict resolution: Encouraging teamwork and the use of words and actions
Exploring and comparing different cultures; developing respect and tolerance
K Keeping Safe Unit

Understanding the World

Sharing favourite machines and machines from history
Exploring how machines work
Investigating objects that float and sink...What makes a kite fly?
Making machines work - finding ways that technology is used at home and at school

Maths

Number and Place Value:

Counting to 100 forwards and backwards
Counting on (by 2,3,4,5, 6, 7 etc)
Counting back (by 2,3,4,5, 6, 7 etc)
Counting in 2s, 5s and 10s forwards and backwards
Recognising and writing numerals to 50 and beyond
Ordering numerals and missing numerals 10-20
Using more and fewer to compare numbers

Calculation:

Subtraction and Addition problems to 10
(Format 1, 2 and 3
+/- and 3 digit addition)

Doubling, halving and sharing

Applying:

Creating and solving own mathematical problems

Written and verbal word problems

Shape, space and measure

Solving problems involving weight, height, length.
2D and 3D shapes and patterns
Time - days of the week
Money; finding totals to 20p and finding change.