

## English

In English we will read the story of The Three Little Guinea Pigs. Our writing will be focusing on the descriptions in the story. We are also going to create a piece of persuasive writing and develop sentence structure to write a non-fiction recount. As part of our study of Harvest we will read the story of Oliver's vegetables. We are going to explore the theme of Autumn in poetry. Sharing stories every day will support our own storytelling and story writing. Oxford Reading Tree's 'Floppy phonics' programme will form part of our daily phonic sessions, aiming to increase vocabulary.

## Mathematics

The focus this term is to further develop skills for counting by extending understanding of how to count, read and write numbers and use correct maths vocabulary. The children will be encouraged to use talk to demonstrate their skills and use practical maths to explore number and real-life situations. They will learn to manipulate numbers using addition and subtraction in a range of games and challenges. The aim is for them to be secure in their understanding of number facts. The children will look at common 2-D and 3-D shapes, their properties and symmetry.

## Science

In Science we will be considering the seasonal changes and how it affects weather and conditions for plants, including trees, animals and learn how it impacts daylight hours in the UK. We will experiment and test different everyday materials for both suitability and sustainability. The children will learn to plan a fair enquiry, record their findings and answer questions on their decisions throughout the process.

## Class 1 Autumn Titanic

## Art and Design

As part of our cooking and nutrition this term we will be making some smoothies using fruit and vegetables that we can harvest at this time of year. We will also create a harvest soup. In textiles we will be making a sock puppet, joining other materials to add detail. In art we are developing our drawing techniques - exploring line and shape. The class will create their own Klee portraits and consider how the artist uses lines and shapes to create a portrait.

## P.E

Children will work on mastering basic movements including running, jumping, throwing and catching. They will focus on their balance, agility, coordination and be encouraged to use these in a variety of games and activities and ways of keeping ourselves healthy through physical activities.

## Music

Keeping the pulse will be our topic where the children learn to find a pulse, sing a sound pattern and read a sound pattern. We will also be considering how tempo affects music and the children will perform a song together demonstrating slow and fast beats.

## Geography and History

The children will be learning about the famous Titanic and how it made history. The class will look at some historical pieces of evidence that allow us to understand the crossing from the UK to America and events that took place. We will consider, in geography, how Hereford has changed over the last 100 years and consider the question whether we would rather live now or then, looking at geographical changes.

## How you can help

Listen to your child read and discuss what they can remember about our topics this term. Encourage them to practise their spellings and times tables. Board games and word games are a good way to help too. Use their phonics sound book and reading books to help them build a rich vocabulary.

## Religious Education/PHSE

### RE

We aim to understand what it is like to belong to a faith community. We will look at stories, events and ask why they are important in both the Christian and other religions. A focus will be Harvest and Christmas celebrations.

### PSHE

The children will be looking at family life, friendships and how to resolve friendship problems. We will consider ways to keep fit, healthy and safe.

## Computing

The class will consider the ways to remain safe when using a computer online. We will be looking at ways to use a computer to draw and create images. The children will develop programming -skills and learn about algorithms and ways to debug a programme.

