



# Summer Term Learning Curriculum

## Year Group: KS1 Week 1

Current topic: Year 1 – Animals and Aquatics  
2 – Habitats

Current topic in Year

**Aim to talk to children, find and read stories or texts relating to these topics (see overviews on website for more suggestions and detailed information relating to knowledge required on current topics).**

### **Religious Education**

Say daily prayers.

Read the Easter Story from your bible or find it online. Write some simple sentences about the journey took.

Draw a picture of the empty tomb. Retell the story to your family.

Investigate the paschal candle and find out what 'omega' and 'alpha' mean.

### **Maths**

**White Rose Maths (school scheme we use with our pupils) have prepared and released free daily maths lessons for each year group. You will find activities on their website: [whiterosemaths.com/homelearning](http://whiterosemaths.com/homelearning)**

Play on Hit the Button (search on google for this game) number bonds, halves, doubles and times tables. Practise counting in 2s, 5s and 10s. Write numbers 0-20 in words and digits.

Practise telling the time (hour, half past, quarter to and quarter past).

Revise learning about all 2D and 3D shapes.

Use < and > in a number sentence.

Investigate different measures at homes: temperature/grams/kilogrammes/mm/cm/litres

### **Reading**

Read a variety of books at home. Your child could share a book every day. This can be reading a book aloud every day or sharing a book with an adult. Listen to a story. Read stories about animals, aquatics and homes.

Look up information on the internet about different authors and stories and keep a record of your top 5 books.

### **Phonics**

Daily phonics - your child to practice their sounds and blend words. Children need to know all phase sounds and phase words. Read them, spell them and practise writing them in sentences. Visit letters and sound website for games and resources.

### **Writing**

Use Y1/2 common exception words and write sentences with them.

Create/find a word search online with common exception words in .

Draw and write some descriptions about pets - What do they eat? What do they need to stay healthy? Where do they sleep? Are all pets the same?

Write a limerick about your pet or a common domestic pet.

Write sentences with capital letters, full stops, question marks, exclamation marks and with commas in a list.

**Additional Theme: The place where I live:**

- Ask your child to look at where they live. What can they see outside the window in the front of their house? At the back of their house? What could they find near them? Find a map and see if they can find Birmingham. Do they know the name of their street? Can they create a street sign with their street name?
- My address: Support your child to find out your address. Can they find the number on your door? Can they write the number in digits and words? Ask them to try writing the number using crayons and paint. Can they write a postcard or letter to a teacher at school? They could tell their teacher about where they live and things about their local area.
- My house: Discuss with your child what their house looks like inside and outside? How many bedrooms does it have? Who has the biggest bedroom? Who has the smallest? Ask them to look outside their window and see if they can spot a house different to their own. Can they draw their house? How many windows at the front? How many windows at the back? Do you have one door or two?
- Shape hunt: Take your child on a shape hunt around their house and garden. Look at the different shapes of the windows, doors, and houses. Can they name them? Are they 2D or 3D shapes? Ask them to create a picture of their house or street. Name the shape: Place some 2D or 3D shapes into a bag and play the game 'Can you name the shape?' You will need a partner to play this game. One partner has a shape from the shape bag and they stand back to back. The partner with the shape describes it to their partner who has to try and draw it. How many do you know? Find your house on 'Google maps'. Search for your house on the street? Can you find Birmingham, Erdington, Hall Green, Solihull?
- Compass: Make a compass. Do you know what the different compass points mean? Can you label the points?
- Create a passport: create an individual passport to show your own information about where you live. Discuss the use of a Passport. What is a passport? What information does it contain? What does a passport allow you to do? Can you find a real life passport? Do you have one? Flag: Below is the Birmingham flag. What do you think the flag represents? Can you design your own flag for your local area? What could you add? What would they mean to you?
- Design a cottage - Compare how a cottage is different to your house. Can you make a model of your house and a cottage? What characters would live in your cottage?