



HEROES



Dear Parents,

We need a hero! It is time to start our new term with some excitement. We are going to be learning about heroes

BIG and heroes small, discovering how we can be heroes both to ourselves and to those around us.

We are going to be taking a closer look at the world immediately around us and further afield to see how we could make the world a better place. We will look at possible career choices, historical heroes, people who help us and learn how **anybody** can be a hero.

We can't wait for you to join us on this adventure!

Mr Blanthorn and Mrs Colclough

OUR DRIVING QUESTION:

What makes someone a hero?

IN WRITING we will continue to learn letter sounds and will be attempting to write short CVC words (cat, mat, sad) using our phonic knowledge. We will be mastering writing our names.

IN MATHEMATICS we will be comparing groups of objects and will be using the terms 'more', 'fewer' and 'equal' to describe them. We will also be looking at the composition of numbers and will develop our number recognition skills further.

IN PHONICS we will continue to look at our Set 1 sounds and continue to practise our oral blending and segmenting and blending.

IN EXPRESSIVE ARTS AND DESIGN we will experiment with printmaking and sculpture.

IN COMMUNICATION AND LANGUAGE we will look at questioning and how to seek out information we want.

IN UNDERSTANDING THE WORLD we will look at the similarities and differences between different cultures and communities.

IN PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT we will look at what makes us unique and how we can be a hero in looking after ourselves.

IN PE we will be developing our Fundamental Movement Skills and applying them to Gymnastics - practising our Floor Moves and Shapes before using them on apparatus.

THINGS TO REMEMBER

- Bring your **PE** kit every **Tuesday**.
- Please ensure your child brings their reading books to school every day.
- Please relabel all of your children's belongings.
- Be ready for **beach school** every **Friday**.

