Crosshouse Primary School and Communication Centre

 Session 24/25 Term 1 Overview Miss Powell P2/3/4 CC

**Literacy**

* News – sharing our weekend news each week and then recording a sentence ourselves using our phonic knowledge to create phonetically plausible sentences.
* Completing writing tasks based upon our topic each week.
* Listening to a peer’s news and asking questions of their experiences.
* Practising letter formation and beginning to develop a more consistent pencil grip.
* Programme of activities to develop fine motor skills.
* Reading – blending and segmenting sounds in books to read stories.
* Beginning to look at some non-fiction texts and talking about the difference between fiction and non-fiction.

**Numeracy**

* Daily use of the calendar, talking about days of the week, date, seasons, months, events.
* Revisiting addition and subtraction and solving number problems linked to these functions.
* Developing recording skills of mathematical problems and number formation.
* Revising number bonds and exploring multiplication facts.
* Introducing data handing exercises and extracting information from graphs / pictures presented.

**Health and Wellbeing**

* Daily relaxation and mindfulness.
* Independent Skills.
* Life skills – following instructions to create different food treats linked to our topics.
* Food – encouraging children to continue to taste different foods and textures.
* Beginning to introduce the Zones of Regulation to support emotional literacy and understanding of our feelings.
* Weekly gym sessions.

**Expressive Arts/Science**

* Art – creating representations of objects with drawing, craft and painting.
* Art – using clay to create models and objects.
* Science/STEM around our topic.
* Weekly music session using Charanga.

**Topic**

* Learning about different celebrations – Halloween, Bonfire Night, Diwali and Christmas.
* Reading stories and completing cross curricula activities linked to our topic of Pirates.
* Learning about materials in Science

**Technologies including ICT**

* Using the promethean board to complete games / activities.