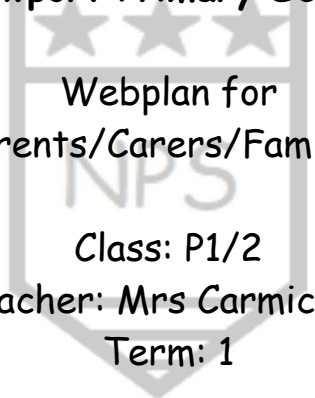


<p>Health and Wellbeing</p> <p>In Health and Wellbeing, we intend to ...</p> <ul style="list-style-type: none"> *Create a class charter. *Challenge our mindsets. *Learn different ways to overcome challenges in the playground and in class. *Play different playground games. *Take part in the mile three times a week. 	<p>Expressive Arts</p> <p>In Expressive Arts we intend to ...</p> <ul style="list-style-type: none"> *Have opportunities to explore and experience different materials. *Identify a pattern. *Create different textures using a range of media. *Develop ideas and explore situations in role. For example, role play. *Develop skills to work as part of a group. *Show a character using appropriate voice and movement. * P1 & P2 - explore sound and rhythm through body percussion and tuned percussion. (Boomwhackers) *P2 - begin to follow simple music notation in the form of pictures and symbols. 	<p>Religious and Moral Education</p> <p>In RME we intend to ...</p> <ul style="list-style-type: none"> *Learn through the theme of courage. *Listen and respond to stories that from the Bible about courage e.g., David and Goliath *Listen and respond to stories from other world religions *Learn about Harvest time. *Talk about our families. 	<p>Modern Languages (French)</p> <p>In Modern Languages we intend to ...</p> <ul style="list-style-type: none"> *Learn different greetings. *Learn how to say our names. *Learn a few colours. *Learn how to ask someone's age. *Learn how to say our age.
<p>Numeracy and Mathematics</p> <p>In Numeracy and Mathematics we intend to ...</p> <ul style="list-style-type: none"> *Read, order, and write numbers to 10/20/100/1000. *Explore 2D and 3D shapes. *Look at an arrangement of shapes, cover and draw from memory. *Name familiar shapes. *Learn the days of the week and months of the year. *Numbers bonds to 10. *Count forwards and backwards in one's. P1 *Use the terms impossible, possible and certain for describing familiar events and actions. *Identify possible outcomes for daily events P2 *Use language such as 'won't happen' 'will happen' 'always' 'never' 'sometimes'. *Identify situations which would be fair. 	<p>Newport Primary School</p>  <p>Webplan for Parents/Carers/Families</p> <p>Class: P1/2</p> <p>Teacher: Mrs Carmichael</p> <p>Term: 1</p>	<p>Literacy and English</p> <p>In Literacy and English we intend to ...</p> <p>P1 *Identify rhyming words.</p> <ul style="list-style-type: none"> *Generate rhyme from a given word. *Learn the letter sounds and begin to blend three letter words. *Introduce the Oxford reading Tree scheme and begin to build a sight vocabulary of the characters names. *Take turns when listening and talking. *Draw detailed drawings and use emergent writing to express our ideas. <p>P2- *Blend two letter phonemes to read new words.</p> <ul style="list-style-type: none"> *Spell words with different final consonant sounds. *Retell stories in different ways. *Use eye contact, gesture and appropriate volume when engaging with others. *Write a variety of imaginative and personal pieces of writing. 	
<p>Science</p> <p>In Science we intend to ...</p> <ul style="list-style-type: none"> *Sort animals as vertebrates and invertebrates. *Discuss the main features of vertebrate animals. *Discuss the main features of invertebrate animals. *Play with a variety of toys and say what they do when they work. *Make a simple toy and say how it works. *Learn that pushes and pulls are forces. 	<p>Social Subjects</p> <p>In Social Subjects we intend to ...</p> <ul style="list-style-type: none"> *Locate farms close to our school. *Find out what foods are produced in Scotland. *Find out the journey that food makes from 'farm to fork'. *Match the food with the animal that it comes from. *Investigate the job of a farmer. *Identify the animals that can be found on a farm. 	<p>Technologies</p> <p>In Technologies we intend to ...</p> <ul style="list-style-type: none"> *Recognise different types of technology. *Learn to use applications on the iPads to help us with our learning. *Learn about computer coding and create our own algorithms - both unplugged and plugged. 	<p>Other relevant class information:</p> <p>PE days are Tuesdays and Fridays.</p> <p>Outdoor Learning- Thursday.</p>