

## Scotland

Place2Be -  
Back to school  
health topic

## NUMERACY & MATHEMATICS

Addition up to 1000 - mental strategies  
Revising number bonds  
Reading a Calendar - knowing days of the week and months of the year  
Length - using a ruler in correct way

## TECHNOLOGIES

Become more confident using glow  
Use google earth to explore areas of Scotland  
Making slides for a powerpoint about Scotland  
Use the internet to investigate aspects of Scotland eg the Saltire  
Make a 3d model such as a castle

## TOPIC - **People, Past Events and Societies**

History of Scotland - find evidence to tell us about past. Look at places/structures/people to help us build up understanding of Scotland's history.  
Geography of Scotland - locate Scotland on the map within the UK and explore features of its landscape.  
Explore the variety of foods produced in Scotland and the importance of different types of agriculture in the production of these.



## HEALTH & WELLBEING

Looking at Scottish foods.  
Focus on coming back to school and use Place2Be. Each 2 weeks a different theme will be looked at and activities will tie into this.  
Self Belief/promoting hope, gratitude, connectedness  
Nurture based approach through these first weeks back.

## LITERACY & ENGLISH

### Talking and Listening

Sharing findings about a famous Scot - solo talk.  
Listening to Robbie Burns poems and other Scot's poetry  
Dialect work  
Circle Time  
Reading  
This term reading will be covered through class novels. Follow up activities will tie in to the novels being read.

### Writing

Revising sentence structure/letter formation - building up sentences into longer pieces of writing: personal and imaginative

Jolly phonics grammar and spelling  
We will revise grammar terms and sounds from term 4 - p3.

## Expressive Arts

P. E - Wed/Thurs: Miss Copland - outside time as much as possible  
Music - Monday: Mrs Briggs  
Art - Tues: Mrs Kirkness

## OTHER

Outside time when needed as we re-introduce pupils back to routine of school.  
Online Assemblies in class