

# Term 3 Curriculum Information

## Primary 1/2 B

● Indicates Outdoor Learning Opportunities

### Literacy

1. Continue to extend phonics knowledge by learning diagraph sounds.
2. Handwriting – focusing on correct formation.
3. Reading sentences, including common words and words we can blend using phonics sounds.
4. Writing for personal choice and writing captions for pictures. Our success criteria are finger spaces, full stops and capital letters.
5. Listening skills – following instructions through colouring tasks.
6. Talking skills – designing a planet and delivering a class talk.

### Art

In Art we are learning about the process of design. We will be researching headwear then generate ideas for a piece of headwear which we will then construct.

### Physical Education

Dance with Motivation  
 Handball with Decision Making  
 Badminton with Balance and Control.  
 P1/2 will also be Swimming.

### Other Curricular Areas

- Develop my independence and responsibility. ●
- Focus on school values – **Determination and Respect**. ●
- Learn to work with others of tasks ●
- Learn about water and how it can change from one form to another through the topic 'Cold Places' ●
- Learn about the night sky through our topic 'Space' ●
- Learn about different animals through our topic 'Zoo'
- Learn about celebrations, festivals and customs through our topic 'Easter'.

### Homework

- **Phonics:** Phonics homework will be given to consolidate patterns taught in class along with letter formation..
- **Reading :** practice of reading aloud, where appropriate

### Mathematics

- Counting forwards and backwards within 20, extending to 30.
- Learn to recognise the numerals 0-30 (and beyond).
- Correctly sequence numbers to 20 starting from smallest or largest extending to 30.
- Practise counting a collection of objects.
- Telling the time – o'clock and half past.
- Recognising coin values up to £2.
- Can use addition to add values up to 10p.
- Addition and Subtraction within 10, securing number bonds to 10 and extending beyond.
- Measure – describing an object by height or width and using cubes to measure.
- Developing simple coding skills through programming Beebots using directional language.

### Music

We will focus on distinguishing between high/low pitch and relate this to sounds in our environment. We will learn to respond to sung instructions using different pitches and we will create a sound story with sound effects using percussion.