 We will be learning: How to use and save money We will be learning how to use and save money 			
 safely. What money is used for and how it can be used in the future. The value of money to make comparison We will be learning to t past tense as well as lea to talk about changes t over time. 	ons. talk in the arning how	During PE, we will exploring how to jump in a variety of ways. We will be learning how to adjust our direction, speed and levels. We will be learning how we use our head, arms and feet during a jump and will learn how to jump over a distance.	our Phonic knowledge of write about what a plant needs to grow. We will be writing simple sentences, lists and labelling parts of a plant. We will be practising our letter formation through handwriting sessions including Dough Disco; exercises with playdough to strengthen our fingers.
How To Support Your Child at Home:	What Makes Things Grow?		Mathematics:
Read with your child EVERYDAY and sing nursery rhymes.	Summer 1		In our maths learning we will be learning:
Practice Phonic sounds every day. Practice recalling number bonds to 10. Practise learning and recalling the days of the week. <u>Useful stories:</u> Oliver's Salad The Tiny Seed Sophie's Sunflowers Shoots, Roots and Muddy Boots. Expressive Arts and During this half term we will the following skills • How to use water • How to use paste • How to use a thin p	l be exploring ls: er colours el crayons ing paint	Understanding the World: During RE sessions we will be learning about celebrations that happen in a church and, what is inside a church. We will also be exploring the role of a vicar. During Science, we will be learning what a plant needs to grow and the names of different parts of a plant. In Geography, we will be talking about different types of conditions for plant growth and where in the world plants grow well. As part of our History, we will be learning to make comparisons of changes that happen over time.	 The composition/ number bonds to 10. To apply our knowledge of numbers within 10, to numbers within 20. To name and describe 3D shapes.



