

YEAR 1



YEAR 1

Coming up next week...
15.06.26

Maths

In Maths, we will be starting a unit on money. We will introduce the children to the term 'unitising' which helps them understand for example a 5 pence coin represents five 1 pence coins. One item does not need to represent a value of one. Then we will identify and recognise British coins and then look at notes.

English

The children have chosen the 2 characters, the setting and the moral for their fable. This week we will be planning our story and designing our front covers.

Phonics and Reading

We will be learning the following sounds this week:

sh/ ti ssi si ci -potion, mission, mansion, delicious

Tricky words: Review previously learned words

Fluency: Fable Fizz (produced by AI)

Topic

Geography- Over the next few weeks we will be learning about features of the 4 countries of the UK. We will be starting with Scotland.

PSHE- Linking with Maths, we will be exploring the story Milo's Money. Through the related activities the children will be introduced to key money concepts.

RE - We will be exploring the question: what did people do or say in the past that shows care for the environment?

Music - This week, we will be thinking about rhythm and clapping simple rhythmic patterns while keeping the pulse.

Computing - We will be continuing with our Coding unit. For **E safety** we will be learning about 'managing information online'.

Additional notes and reminders

We will be using the field for outside PE lessons, so please be mindful that if your child suffers from hay fever you may want to administer their medication on these days.

I would also like to say the children worked hard this week on their phonics screening, thank you for all your support.

Class email addresses:

badgers@mead.surrey.sch.uk

hedgehogs@mead.surrey.sch.uk

squirrels@mead.surrey.sch.uk

Please note that as the week progresses it is sometimes necessary to change what is planned to meet the learning needs of the children and therefore changes to the above may occur.