

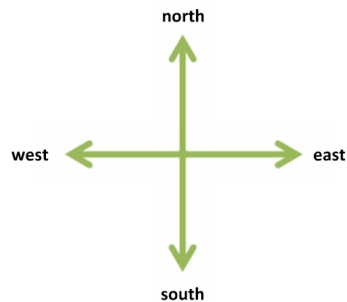


Our School and its Grounds

A Pirate Treasure Hunt!



The compass directions are North, South, East and West.



Map symbols

Click here

What are map symbols?

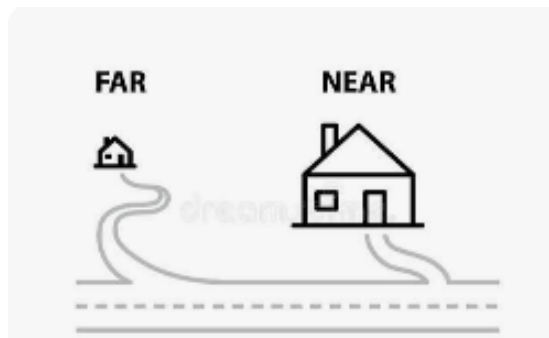
- Maps give us a lot of information and there is not much room for labels.
- So we use symbols to save space and make the map easier to read.
- Symbols may be simple drawings, letters, shortened words or coloured shapes or areas.

Key Vocabulary:

Revisit: map, local, near, far.

New: directions, north, south, east, west, compass, key, fieldwork, route.

Maps are a source of information that tell us about the world and local area.



A map can be used to find places and is a visual representation of a location.



Year 1/2 Curriculum Information

Autumn 1

PE/Outdoor Learning/Library PE: Kangaroos- Monday and Wednesday, Leopards- Monday and Thursday. Pandas- Tuesday and Thursday. Library: Children will select their library book on a Friday and this will then be able to be changed the following Friday. Outdoor Learning: This will take place fortnightly starting for Leopards on the Tuesday 8th September, Pandas on Wednesday 9th September and Kangaroos on Thursday 10th September. Children need to bring their outdoor learning clothes to school ready to change into for their afternoon session. Full dates for outdoor learning can be found on the school website.	Homework for Year 1 and 2: NumBots which will be checked weekly to see how children are progressing. Reading at home needs to be recorded in the yellow reading records and these will be checked weekly. Shared Learning: Year 1 – Tuesday 13th October- 9:00- 9:30am Year 2 – Tuesday 6th October- 9:00-9:30am	
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Additional information on the National Curriculum content for this theme can be found on our school website: <http://www.hamble-pri.hants.sch.uk/>

<u>English</u> We will be looking at a range of different stories over the half term including; What the Ladybird Heard by Julia Donaldson, Pirates vs Monsters by David Crosby and How Pirates Really Work! By Alan Snow. Through these texts we will be learning to: <u>Year 1</u> • Use capital letters and full stops correctly; • Orally rehearse sentences; • Use simple noun phrases;	<u>Maths</u> The Year 1 and 2 units which will be covered include: <u>Year 1</u> • Counting forwards and backwards; • Skills for counting; • Number recognition; • Writing number and representing numbers; • Number formation;	<u>Science</u> Materials Looking at suitability of materials and how shapes can be changed. Identifying and comparing the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.
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• Use a personal pronoun in a sentence; • Write dictated sentences. <u>Year 2</u> • Collect key vocabulary for writing; • Include adjectives to describe; • Include expanded noun phrases to add detail; • Use the coordinating conjunctions 'and' and 'but' to extend sentences. Please record any reading undertaken at home in your child's Home Reading Record Book, by initialling it and writing the date. You may wish to record the page number and a short comment. Please note only reading at home is recorded in this book; we keep our own records for reading in school.	• Developing awareness of the addition and subtraction and strategies for solving simple problems; • Sequencing events using chronological language; • Recognising and naming 2D shapes. <u>Year 2</u> • Place value of 2-digit numbers, up to 100; • Comparing and ordering numbers; • Number bonds within, and to, 20; • Adding and subtracting 2-digit and 1-digit numbers; • Adding and subtracting 2-digit numbers and 10s; • 2D shapes and their properties; • 3D shapes and their properties; • Measuring, comparing and ordering mass and capacity (kg/g, l/ml).	<u>Theme</u> Through our theme we will: • Begin to use maps as a source of information about the world and the local area; • Use the terms 'near' and 'far' when describing a location; • Use the four-point compass directions to describe location of features and routes on a map; • Draw a simple map and use agreed realistic symbols (OS) to make a simple key.
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