# Willow Curriculum - Term 3

Key events

• PE days - Mondays and Thursdays. Please send PE kits into school to be kept on pegs for the term

This term we will be enjoying reading:

- Winter
- Town Mouse & Country Mouse
- Mr Gumpy's Motor Car
- The Gruffalo



# Communication and Language

- Hold back and forth conversations
- Show attentive listening skills
- Ask and answer questions
- Speak in whole class situations
- Use modelled language independently
- Use connectives when speaking (e.g. and / because)

## <u>l am a citizen</u>

- Know what I am good at
- Know why I am special
- Know why my family and home is special to me
- Know what makes a kind friend
- Know what to do if someone is unkind

#### <u>l am a writer / l am a reader</u>

- Sequence a familiar story
- Tell a story using a book or pictures
- Predict what will happen in a story
- Use language from a story within role play and discussions
- Say a sound for all Phase 3 digraphs and trigraphs (e.g. ai, igh)
- Read Phase 3 common exception words-we, me, be, he, she, was, you, they, all, are, my, her
- Correctly form most of our letters
- Write a series of words using known sounds
- Segment and write CVC and VC

# <u>I am a designer</u> <u>I am an artist</u>

- Make more detailed drawings, paintings and models
- Explain how they created something

#### I am a musician

- Discuss changes they hear in music
- Create different beats using different instruments





#### I am an athlete

- Develop throwing and catching skills
- Use scissors effectively
- Develop a tripod grip

#### I am a scientist

- Explain and draw what they have observed
- Understand the changes in the seasons
- Compare different environments

## <u>I am a geographer</u>

- Look at and create maps of our school
- Share knowledge of different countries

#### <u>l am a historian</u>

• Discuss images of the past

#### <u>I am a philosopher</u>

 Know why different places are special to people of faith

## <u>I am a mathematician</u>

- Order numbers
- Compare numbers
- Find ways of making 7
- Explore doubles
- Explore odd and even numbers

Together, we learn, grow and flourish