



YEAR 1 TEAM

TEACHERS Miss Weir
Mr Antonious

TAs Mrs Matthews
Mrs Edwards



Keep checking our school calendar for all the upcoming events
wardenhill.gloucs.sch.uk/events/



Welcome back after Christmas. We have an exciting term planned and ready to go.

School Routines and Equipment

Please ensure your child brings their book bag, a coat and a water bottle to school each day.

Monday	PE, weekly spellings in booklet (1W)
Tuesday	PE (1H)
Wednesday morning	Yoga (1H+1W)
Friday	Merit Mark Assembly at 2.45pm

Home Learning



READING

Reading is so essential for all aspects of school life and is the main focus this year. We want to foster a love of reading and an enjoyment of books.

- Please read to your child as well as listening to them.
- Please ask your child comprehension questions based on the question stems attached. Developing their understanding is vital to continuing your child's progress.
- Reading books are changed 3 times a week as long as the book has been finished and it has been recorded in the pink reading diary.
- You may want to supplement this with home reading for enjoyment, which we would love to see recorded as well.



SPELLING

Spelling pack continues from last term.

PHONICS

Each day there will be words to decode based on that day's sound. Your child must then sort these words into real and nonsense words by colouring them in. There is also Teach Your Monster To read on the computer for some fun phonic activities.



MATHS AT HOME

We know that some of you would like to do some more maths work with your child at home, but would like guidance as to what to do and what resources would be useful. As a school we have subscribed to My Maths – an internet based maths practice and support resource. We think this would be ideal for you to use with your child to help them with their maths in Year One.



There are both games and homework activities that may be suitable for your child, but to start with we suggest that your child plays a number of games for enjoyment, whilst at the same time reinforcing important maths knowledge and concepts.

Games you might like to consider include:

- Gnome Game (in Mental Games)
- Pi Fighter (in Mental Games)
- Colour by Number - easy version (in Mental Games)
- Add it Up (in Grid Games)
- Shape Pairs (in Pairs Games)
- Ditto Disco (in Memory Games)

As we move through the next term we will offer homework as an optional choice, based on the topics we have taught. This maybe helpful revision or consolidation for your child.



Parent or Grandparent Helpers!

We are always looking for parents who can offer some time to help in class by listening to children read, helping with their artwork or even putting up displays. Please let us know if you can help.

SPRING TERM IN YEAR 1

This is Cheltenham



SCIENCE

- Which materials are recyclable?
- Can I group and sort materials based on their properties?
- Can I suggest the best material for a purpose?

MUSIC

- Can we explore the school to find different sounds?
- How can we use pitch to represent the seasons?



MATHS

- Counting in 2s 5s 10s
- Doubling
- Halving
- Halves of shapes, objects and numbers
- Quarters of shapes, objects
- Addition and subtraction 4
- Days, months and time
- Time and sequencing
- Time
- Positional language



PE

- Multi skills units
- Catching
- Over arm
- Under arm



ENGLISH

Narrative - writing inspired by the wishing clock story

Information writing - Grand Designs. Design and describe a dream home

Instruction writing - How to lose a Lemur

Narrative - story set in Cheltenham, Leckhampton Hill

Information writing - information about Cheltenham



ART

Wishing clock location sketches

HISTORY

- Why is Cheltenham famous?
- Why is Pittville Pump Room important to Cheltenham?



GEOGRAPHY

What are Cheltenham's Human and Physical landmarks?

RE

- Why do Christians believe Jesus is a friend?
- Why was Jesus welcomed like a king or celebrity?



PSHE

- How can we make our class a fairer and better place?
- How can we stay healthy?

ICT

How can we program robots to follow instructions?





Right There Questions Who...?
What...?
When...?
Where...?
What...?

Think and Search For what reason...?
What cause...?
Tell me in your own words
What happened first, second, third?
What are the characteristics of...?
Explain...
Find two examples...
Compare and contrast...
Summarise...

Author and You What can you infer about...’s feelings
in this section of the text?
What do you predict will happen
next? Why?
The setting is never stated but where
do you think the story is taking place?
Why...?
What if...?
What does the author mean when...?

On My Own Do you think...?
How would you...?
Which is better...?
Would you agree that...?
Were you ever...?
In your opinion...?

TEACH YOUR MONSTER TO READ

Teach your Monster to Read is a free game, which helps children to master the key early stages of reading. It has been created by the Usborne Foundation. The children used it last year in Reception (level 1 - “First Steps”, with some children moving on to level 2 - “Fun with Words”). This year the children can use it again at level 3 “Champion Reader” to help them learn and practise the phase 5 sounds.

We have started using it again at school at this new level and your child will benefit more from the game if they can play at home. Each time they play the game they will carry on from where they left off, whether at home or at school.

It’s FREE, and really easy to log in. Please use their NEW login details outlined on the letter put into their bookbag.

Please note that this version of the game only works on the internet on a computer. There is an iPad version but it won’t be linked to their school account and the children will have to start from the beginning, which maybe an exciting challenge for them.

The children really enjoy the game at school and this will help give them further reading practice at home.

READING CHALLENGE

On the next page there are the top 25 books to read by the age of 6.

How many can you read by the end of the year?

Which was your favourite?

If you could add to this list, what book would you include?

