



Spring 2 KS1 Curriculum Newsletter



Dear Parents/Carers,

Welcome back after the half term, we hope that you all had a restful break. We are now into our second half of the Spring term and have lots more exciting learning planned for your child. This is the work that the children will be covering over the following term in KS1:

Geography:

This half term we will continue our learning on Amazing Africa. We will continue learning to compare the UK to Africa. We will also explore the landscape, weather, climate and culture of Sierra Leone through a number of different activities.



DT:

In DT, we will be looking at mechanisms in order to design, make and evaluate a safari buggy. To start we will look at and evaluate different vehicles. We will learn how to saw pieces of dowelling safely and create a vehicle that fulfils our design brief.

Science:

In Science, we are learning about seasonal changes. We will explore the different seasons, chart the weather, use different weather symbols to present our findings about the weather and also look at the Summer and Winter solstice to see how the length of the day and night hours changes throughout the year.



PE:

This half term our indoor PE lessons will focus on gymnastics and our outdoor PE lessons will focus on sending and receiving using different equipment

PE days:

Puffins: Monday & Friday
Robins: Monday & Wednesday
Owls: Wednesday & Thursday

RE:



In RE this half term, our enquiry question is 'What does Easter mean to Christians?' In this unit we will be learning about the Easter story, looking at how it fits into the Christian 'Big Story' and looking at how it is celebrated today. We will also be learning about the Christian idea of life after death.

PSHE:

Our overarching topic for PSHE this half term is 'Living in the Wider World'.

The children will learn about different jobs, where money comes from and the importance of looking after our money. We will begin to look at wants and needs and how this links in to our need/want for money.



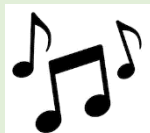
Computing:

We are continuing our learning on Computer Science and developing our understanding on coding this term. They will explore algorithms by learning to read them and code them. We will be using different programs such as Scratch Jr and Code Monkey to support the children with this area of their learning.



Music:

In Music, we will be learning around Friendship Song by Joanna Mangona and Pete Readman. It contains singing, improvising, instrumental work and composing. The children will listen to other songs about friendship; learn about the interrelated dimensions of music (through musical games, singing, playing instrument, improvising and composing) and perform the unit song.



Please ensure your child is always fully prepared for the school day with their school bag, reading record & reading book, homework, and anything else they may have been asked to bring in.



Home Learning:

- Read at home for 15-20 minutes every day
- Practice spellings
- Learn times tables
- Create one example from the half termly project list



Home Reading: Please ensure that your child reads 5 times a week

Reading Challenge

5 x= Green
2/3/4= Yellow
0/1= Red



Twitter Pages

Each class has a Twitter page which is updated regularly. You can see all the exciting things we have been getting up to in school and how hard the children are working. Please follow us to keep updated!



If your child achieves green for the week, they will be entered into a special prize draw!

Only books that children take home from school will go towards the reading challenge – either the home reader or a book from the 100 Book Challenge. This will ensure that your child is reading books appropriate for their ability.

Puffins: @GatesPuffin

Robins: @GatesRobins

Owls: @Gates_Owls



Seesaw is an app we use to track your child's learning and progress throughout the year. We will send out additional information on how you can view your children's work as well as how to use this app to share WOW moments from home with us in school.