

Puffins' Timetable Spring 1 – Amazing Animals – Week 1

Phonics Keep Up	Morning Work	9.00-9.30	9.30-10.15	10.15-10.30 Play	10.30-11.30	11.30-11.50	11.50-11.55 Poetry/Fact	12.00-1.00 Lunch	1.00-2.00		2.00-3.00	3.00.3.15
Mon 12.1.26	Morning Maths Phonics Keep up	Phonics	English Join words and clauses using and. Punctuate sentences using a capital letter and a full stop		Maths 7.13 To say if a shape is a circle or not and explain why.	Reading and Phonics Groups			Science 1 To identify and name some common animals.		Geography 1 To locate the four countries of the UK.	Story
Tue 13.1.26	Morning Maths Phonics Keep up	Phonics	English Punctuate sentences using a question mark		Maths 7.14 To say if a shape is a triangle or not and explain why.	Reading and Phonics Groups			Computing with Mrs Davies		R&W 2 What is God’s job? To identify what a Jewish story teaches about a special relationship with God.	Story
Wed 14.1.26	Morning Maths Phonics Keep up	Phonics	English Punctuate sentences using a question mark		Maths 7.15 To say if a shape is a rectangle or not and explain why.	Reading and Phonics Groups			PE – Dance 2 - Weather To use counts of 8 to move in time and make my dance look interesting.		PSHE 2– To learn how different people have different needs.	Assembly
Thurs 15.1.26	Morning Maths Phonics Keep up	Phonics	English - Join words and clauses using and. Punctuate sentences using a capital letter and a full stop.		Maths 8.1 to count a set of objects within the number 6 to 10 set and record the numeral to show the quantity in each set.	Reading and Phonics Groups			English - Join words and clauses using and. Punctuate sentences using a capital letter and a full stop. Add suffixes where no change is needed to the root of the word e.g. -ed, -ing, -er, -est		Music Football 2 Practise the chant and create a simple ostinato on untuned percussion.	Assembly
Fri 16.1.26	Morning Maths Phonics Keep up	PE with Miss G – Yoga		DT with Miss G		Phonics	Reading and Phonics Groups			Home work Maths 8.2 represent the numbers 6 to 10 on my fingers and tens frames using the 5 and a bit structure.	COOL time	Singing Assembly