

Puffins' Timetable Summer 1 – Summertime! – Week 5

Phonics Keep Up	Morning Work	9.00-9.30	9.30-10.15	10.15 Play	10.30-11.30	11.30-11.50	11.50 Poetry/Fact	12.00-1.00 Lunch	1.00-2.00	2.00-3.00	3.00-3.15		
Mon 11.5.26	Bank holiday	Phonics	English Participate in discussion. Sequence sentences to form short narratives		Maths 13.5 To measure length accurately and efficiently using centimetre cubes and record my measurements in a table.	COOL 1:1 Maths 1:1 phonics	Reading and Phonics Groups		History 4 Notice similarities and difference between FN and MS. Know what different and the same is.	Handwriting	Maths	Science 3 To identify and name some common garden and wild plants.	Story
Tue 12.5.26	Morning Maths Phonics Keep up	Phonics	English Sequence sentences to form short narratives		Maths 13.6 To use a ruler to measure length.	COOL 1:1 Maths 1:1 phonics	Reading and Phonics Groups		Computing with Mrs Davies	Handwriting	Maths	R&W 5 To explore how promises are made during Christian baptism ceremonies.	Story
Wed 13.5.26	Morning Maths Phonics Keep up	Phonics	English Say out loud what they are going to write about		Maths 13.7 To solve problems by using a ruler accurately to measure lengths in centimetres.	COOL 1:1 Maths 1:1 phonics	Reading and Phonics Groups		PE 5 To develop throwing and catching over a longer distance.	Handwriting	Maths	PSHE 4 To learn about basic hygiene routines, e.g. hand washing. Ways to take care of ourselves on a daily basis - To learn about keeping teeth healthy	Singing Assembly
Thurs 14.5.26	Morning Maths Phonics Keep up	Phonics	English Write the beginning of your story using your ideas from your plan.		Maths 13.8 To estimate the length of different objects by using known lengths.	COOL 1:1 Maths 1:1 phonics	Reading and Phonics Groups		English Spelling and Handwriting focus	Handwriting	Maths	Music As I was walking down the street Lesson 5. Compose new lyrics.	KS1 Assembly
Fri 15.5.26	Morning Maths Phonics Keep up	PE with Miss G			Art/DT with Miss G	Phonics	Reading and Phonics Groups		Home work	Maths 13.9 To estimate length, use a ruler to check my estimate and record these results in a table.	COOL time 1:1 Handwriting/Phonics int 1:1 Maths int	Celebration Assembly	