

Why are Humans not like Tigers?



Together we will work to find the answer to our Learning Challenge question by being scientists, writers, readers, and speakers.

As **Readers** we will:

- Match all 40+ graphemes to their sounds
- Blend sounds in unfamiliar words
- Read phonetically decodable words including words with two syllables
- Talk about the main characters in a well known story
- Make predictions about the events in a text
- Look for key words in information sources
- Know the names of each letter of the alphabet



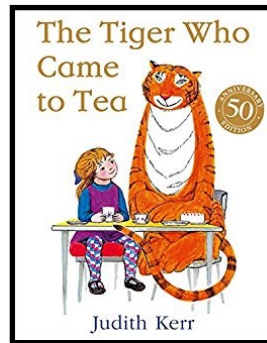
As **Speakers** we will:

- Speak clearly and confidently in front of people in our class;
- Re-tell key stories orally and remember the main characters;
- Join in with role play
- Listen and respond to the views of others



As **Writers** we will:

- Create story maps. Compose sentences orally before writing them.
- Sequence sentences in order to retell an event, a story or give information. Write 3 sentences or more to retell a story.
- Punctuate sentences with **.**, put finger spaces between words, use full stops and capital letters to demarcate sentences.
- Write for a range of purposes: labels, lists, captions, descriptions and narratives.



Key Text: *The Tiger Who Came to Tea*

As **Scientists** we will:

- Learn how to identify things that are alive and those that have never been alive.
- Discuss the similarities and differences in the life processes of animals and humans. Find out why some animals are called 'wild'.
- Identify and classify animals into groups. Name and label the body parts of animals and humans.
- Link human body parts to the senses.



As **Mathematicians** we will:

- Count to and across 100 forwards and backwards; read and write numbers and number-names to 20; compare and order numbers to 20; identify 1 more and 1 less; estimate sets of objects, count to check and order sets according to size; find and learn pairs of numbers to 5, 6 and 10; Recognise, name and describe squares, rectangles, circles and triangles; recognise basic line symmetry; sort 2D shapes according to their properties, using Venn diagrams and Carroll diagrams.

