

## Maths

In Maths we will be exploring and developing our multiplication and division skills, working out fractions through our role play area which will become a shop. We will then start learning about how to measure length, height and weight by using a range of different resources to develop and secure our skills.

## Puffin

### Into the Jungle



## English

This term we will be writing about our visit to Colchester Zoo and we will be looking at a fiction book called 'Max's Jungle Adventure' which we be retelling and exploring techniques needed to write letters. We will also be looking at poetry to develop our alliteration skills.

## Discovery

We are learning all about the jungle by exploring and making maps, identifying key features of the rainforest, continents and oceans as well as the animals that live there.

## Computing

We will be learning about algorithms and using our newly taught computing skills.

## RE

This term we will be learning all about the Easter story and why we celebrate easter.

## ART

This term we we will be looking at Henri Rousseau's art and recreating some of his pieces.

## Music

We will be exploring musical notations and length by using instruments and listening to music.

## PSHE

We will learn about living things and their habitats through investigating our great outdoors.

## Maths

1. Log into Times Tables Rockstars (in reading diary) and have a go at some multiplication games.
2. Practice measuring items in your house and write a list of what you measure and its length and/ or weight.
3. Bake a cake- measuring out the ingredients. Discuss with an adult about what happens to the cakes height, mass, volume, capacity and temperature from ingredients to a baked cake.

## Homework

### Into the Jungle



## English

1. Write me a letter about what you did over half term or at the weekend.
2. Write a story about your favourite toys visit to the jungle. What did they see?
3. Write a review after our visit to Colchester zoo. What was you favourite part and your least favourite part?

## Topic

1. Design a habitat for an animal.
2. Draw a simple map for a zoo.
3. Count your pocket money and work out how many items you could buy with that amount or how much more you need to save to buy something you would like. Design a plan on how you will save I.e. jobs around the house to earn pocket money.