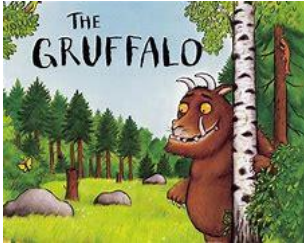# Curriculum Newsletter

Primary 2 Term 1 2024

The World Around Us

Theme 'Pets' & 'The Gruffalo'

This term we will be learning about pets, a variety of different animals and what makes them unique. We will also explore 'The Gruffalo' story. From this we will extend our learning to focus on a range of different animals, forests and different types of trees. Using various reading texts and poetry we will discover a range of animal facts. We will recognise the importance of caring for the world around us.

The children will match mothers with their babies and investigate animal homes and habitats. Our theme will be developed through a range of play activities. We will have a pretend Gruffalo Cave and a pet shop/vet surgery in our Play Based Learning. Literacy and Numeracy will be connected throughout our theme e.g. counting animals to find odd and even numbers and developing rhyming words.

This term in:

Numeracy:

Mental Maths - Counting forwards and backwards in 1s / 2s to 20, Doubles to 10, Numbers before, after, between within 20.

Maths Mastery

Unit 1 – Numbers to 10

Unit 2 – Addition and Subtraction within 10

Unit 3 – Shape and Patterns

Unit 4 – Numbers to 20

Unit 5 – Addition and Subtraction within 20

Literacy:

Theme work will be developed through stories and poetry.

Handwriting – Positioning of letters on the line.

Letter Formation – Lowercase letters.

Punctuation - Capital letters and full stops.

Phonics – Sounding Out words will be taught daily.

Writing Genre – Flyers and report writing.

What else is happening?

Homework

A weekly homework grid will be given to each child highlighting the weekly tasks. Homework Packs will be sent home on a Friday and collected the following Thursday.

Friday Check-up will test both mental maths and sounding out words. Please sign check-ups and return to school.

P.E.

Weather depending, P.E. will take place on a Thursday each week.

ICT

Pupils will learn how to independently log on with their personal login. They will begin their 'Scratch' Computational Thinking and Coding Projects, learning how to move a Sprite across the screen. They will also learn to choose a background for their projects.

PDMU

We have discussed both class and playground rules. Please see the rules below.

Class Rules

In our P2 classroom we are a team, we learn from our mistakes, we respect each other, we try our best and we celebrate each others' successes.

1. Good sitting

2. Good looking

3. Good listening

4. Gentle hands and feet

5. Help others

6. Share & take turns

Playground Rules

1. Share & take turns

2. Use gentle words

3. Use gentle hands and feet

4. Line up quietly