

## Summer 2010

### Foundation

<b>English</b>	We will be reading stories about treasure hunts and using ideas from these books to write our own treasure hunt, for another class to follow. We will be making maps and labelling places on the maps. We will be reading and writing clues for our treasure hunts.
<b>Mathematics</b>	We will be counting forwards to 20 and counting back from 10, and extend this to higher numbers where appropriate. The children will be learning to write numerals to at least 5. We will practise counting in tens and twos. The children will begin to understand how to count on to add two numbers together. We will compare lengths, masses and capacities and use appropriate vocabulary e.g. long, longer, longest. We will use positional and directional vocabulary to move the floor robots around a treasure map.

### P.E

Monday morning- games with *Premier Sports*

Wednesday afternoon- games outdoors

### Homework

Reading and sight words are weekly, ongoing homework activities.

E- Folio activities- accessed via school website.

TERM: Summer 2010  
 CLASS: 1  
 FOCUS PROJECT: Vision On—Treasure Hunt  
 PRODUCT OUTCOME: Produce a treasure hunt for another class.

<b>OUTSIDE</b> (subjects that do not fit into project)	<b>INSIDE</b> (The Focus Project)	
<b>Non-Negotiable</b>	<b>Knowledge Domains</b>	
Problem solving, reasoning and number– some objectives, especially number, addition and subtraction  Physical development– Premier Sports and games  Creative development— music with Mrs McMahon	KUW– maps, places around the world, pirates historically PSE– working together, listening to others, leading own learning  KUW– maps of the world, history of pirates Physical development– following treasure hunt and planning the clues/ layout	<b>Ways of Understanding the World</b>
	Communication, literacy and Language– decision making about where to place clues, writing text for clues, reading clues to find treasure. Creative development– maps, making a treasure chest, artists Seurat and Derain ( places) Problem solving, reasoning and number– position, direction, following sequences and sets of instructions KUW– photos, email, E-folio poster, recorded speech, film clue, floor robot	<b>Ways of Representing Knowledge</b>