

## Welcome to Class 1 Year 1 Hedgehogs!

Welcome back!

We are very excited to Splish, Splosh and Splash our way into our topic all about the seaside. The learning experiences will be packed full of sea life, sand, sea and sunshine!

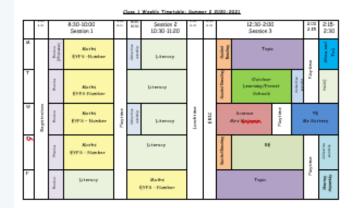
Who will be joining us? Each day, we will continue to be joined by Mrs Watson. Every Wednesday afternoon, Mrs Marjoram will be teaching Class 1 about Our World. Mr B



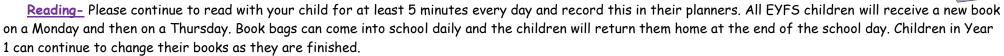
A labelled water bottle Indoor and outdoor labelled PE Kit for PE on a Tuesday and Wednesday. PE kits will go home each Wednesday to be washed and should be returned the following Monday. Wellington Boots

Sunny Days - All day sun protection

Class 1 Weekly Summer Timetable



## How can you help at home?



Phonics- A phonics task will continue to be given once a week linking to the sounds/words we are focusing on in class. An additional sheet will also be provided for Year 1 children, with a list of spellings linked to the phonics work. Each Friday the children will continue to have a mini spelling quiz in class. Phonics and spelling homework will be given every Friday and should be returned by the following Thursday.

<u>Homework book-</u> This half term there will be a grid of tasks linking to the topic "Splish, Splosh Splash!" covering a range of curriculum areas. Each week your child should try to do one task from the grid and return it to school by the next Thursday to be marked. Those activities highlighted in <u>purple</u> are compulsory and have a hand in date.

<u>Times Table Rockstars and Numbots</u> Please encourage your child to continue to go on Numbots in EYFS and both Times Table Rockstars and Numbots in Year 1. The children can refer to their planner to find their password.

<u>Super Start and Fabulous finish</u> To launch the new topic of 'Splish, Splosh, Splash! ' we will enjoy the outdoors and create a big seaside scene. Our finale to our topic will be bringing our seaside scene to life as we venture to the beach! Oh we all love to be beside the sea!



