



13.05.2024

Year R Newsletter

Last week, we really enjoyed our trip to the farm. Hopefully you have had a chance to look at pictures of the trip on Tapestry and talk about the trip with your child.

The children are very interested in the bugs that are appearing in the garden this Spring. This week we will be learning more about ladybirds, snails and bees. If you go on a bug hunt with your child please do add an observation to Tapestry.

Maths: Manipulate, Compose and Decompose

This week we will be learning about the names and properties of some 2D and 3D shapes. We will be using shapes to make pictures and identifying shapes within pictures. You can support your child by noticing shapes around you. When looking at the outside of a house what shapes can you see?

Phonics

Over the next couple of weeks we will be learning:

This week we are learning:

Chapter 3 Set 4



Daily Maths

In Maths the children are learning their number bonds to 5 ($5+0$, $4+1$, $3+2$, $2+3$, $1+4$, $0+5$). For children to achieve the number early learning goal they have to 'automatically recall' number bonds to 5. At school we practise this almost daily. The adult will say 4, they say 1, we say 2 they say 3 etc. It would be a great help if you can support them with this at home too and add it in to your daily routine. At first the child will use their fingers to count but eventually will remember without any fingers. Some children may be more confident and begin practising their number bonds to 10.

Uniform

Just a reminder that every child should have their jumper/cardigan at school every day. They should also bring a coat or jacket with a hood. With the weather still remaining changeable, there is always a chance that there will be a shower- we like to go outside whatever the weather! As always, please make sure that names are in all of the children's belongings. Double check that names are on PE sweatshirt. Children should be wearing a white t-shirt underneath their PE sweatshirts.

Thank you for your continued support.