P3 Weekly Plan - Week Beginning: 5th January 2026

Reading

Class Novel

Tricky Words - bingo, noughts and crosses, blooket, assessment, Reading Groups, EPIC!

Focussed Reading

WALT: identify features of instructions

Task: read examples of instructions, highlight and discuss features

Writing

WALT: write instructions

Task: write instructions of how to make a sandwich

Steps to Success:
- use bossy verbs
- use ordinal words
- write short, clear sentences

WALT: write an invitation

Task: write Coffee Morning invitation

WALT: write independently

Task: Free writing

Handwriting

WALT: join the first letter

Task: copy pairs of letters, write *ten, lid, dim, big*

Spelling

WALT: revise previously learned sounds

Tricky Words - bingo, noughts and crosses

Listening and Talking

Maths

Topic: Revise 2D and 3D Shapes
WALT: identify and classify 2D shapes and 3D objects (1)
WALT: explore and identify which shapes fit together to create a tiling pattern (2+3)
WALT: create a tiling pattern using one or two 2D shapes

Topic: Revise Chance & Probability (4)
WALT: make predictions about a situation (likely/unlikely, high/ low chance, certain/uncertainty, definitely/maybe/possibly)
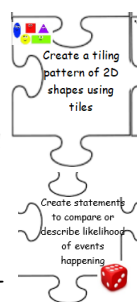
Active Learning
- Must Do Task - Kahoot (naming shapes), 2D sorting on WB, playground scavenger hunt (tiling), chance statements (chance and probability)
- STEM challenge - Lego tiling
- Creative Task - 2D shape patterns
- Partner/group game - digit combos, add a shape
- Online Game - https://www.coolmath4kids.com/manipulatives/pattern-blocks, https://www.scootle.edu.au/ec/viewing/L118/index.html

Numeracy 123

Mental Maths:

Multiplication facts for the 2-, 5-, 10- and 3-times tables

French

WALT: say days of the week in French

Task: Blabber Beasts

Create a tiling pattern of 2D shapes using tiles

Create statements to compare or describe likelihood of events happening

Outdoor Learning

WALT: collaborate and communicate

Task: make a mode of transport

Marvellous Magnets

WALT: understand that magnets have a force

WALT: identify materials which are magnetic

Task: contribute to the design of a magnetic game (fishing, maze or racing track game)

Technologies

P.E.

Wed and Thurs
- P3M: 8:45-10am
- P3S: 10-11:30am
- P3L: 11:30-12:45pm

Other Learning Opportunities

Health and Wellbeing

See P.E

Expressive Arts

WALT: solve design problems

Task: design and build a magnetic game.