



Green Class 1

Curriculum Plan- Autumn Half term 2

Literacy Castles and Fairy tales	Maths Number, U&A, Measures	Science Materials and structures	ICT	Personal and social Development
<p>Reading to and responding to texts by looking at characters, events and keywords</p> <p>Texts The Princess and the Frog The sword in the stone George and the Dragon</p> <p>Poetry Lambton Worm</p> <p>Non-fiction Information leaflet about castles</p>	<p>To develop skills in: Number - Counting and properties of number and number order Using and applying – using number in practical situations Measures - creating and describing pattern Explore time and the order of day events, days of the week and months.</p>	<p>To investigate different types of buildings. To experience soldiers clothing and weapons. To create a moat using sand and additional materials.</p>	<p>To explore ICT programs, jigsaw maker, switch it maker. Using beebots to travel through castle scenes. Produce a PowerPoint display of our findings of castles and local area. Using the internet. Using word, symbols, etc. On-going ICT targets.</p>	<p>To experience a series of tasks associated with friendship groups, e.g., taking turns, exploring friendships. To work in a team or in a group of two-three. To prepare and resource an activity in class. On-going PSD targets.</p>
Topic: Myths and Legends				
Humanities (RE History Geography) Castles and Middle ages	Sensory Activities	Physical Education and Development Gymnastics	Design Technology Castles	Creativity (Art and Music)
<p>To learn about local castles. To explore medieval stories associated with castles and their role. Develop information booklet about the role of castles, e.g., local castles. Look at the festival of light Explore the Christmas story.</p>	<p>Tac pac Massage and interaction Switch work Sensory room work Sensory music Sensory art sessions</p>	<p>To work in groups learning balance and turn taking skills. Develop a manoeuvre and join in a sequence over sessions. Hydro /swimming Daily wake up shake up</p>	<p>To produce a castle out of junk modelling. To produce a coat of arms for display. To design a crown using repeating patterns and materials.</p>	<p>To experience medieval music To make a medieval musical instrument. To create dragon art.</p>