

## Half termly skills curriculum plan

Keelman's Way School

Literacy <b>Rainforests</b>	Maths <b>Number, data and weight/capacity</b>	Science <b>Recycling and conservation</b>	ICT	Personal and social Development
<p>Reading to and responding to texts by looking at characters, events and keywords</p> <p><b>Texts</b> Walking through the jungle Monkey Puzzle</p> <p><b>Poetry</b> Down in the jungle</p> <p><b>Non-fiction</b> Information leaflet about recycling</p>	<p><b>To develop skills in:</b></p> <p><b>Number</b> - Counting and properties of number and number order</p> <p><b>Using and applying</b> –data handling and sorting.</p> <p><b>Measures</b> – Weight and capacity, looking at volume and containers. Position and direction linked to map work.</p>	<p>To investigate different types of rubbish.</p> <p>To sort out containers by their materials.</p> <p>Set up a recycling area in school and sort out materials.</p> <p>Magnetic or non-magnetic containers.</p>	<p>To explore ICT programs, jigsaw maker, switch it maker.</p> <p>Produce a PowerPoint of jungle animals.</p> <p>Using internet to research theme.</p> <p>Ongoing ICT targets.</p> <p>Using the internet.</p> <p>Using work, symbols, etc.,</p> <p>On-going ICT targets.</p>	<p>Think of energy saver moto.</p> <p>Develop understanding of the environment and our local area.</p> <p>Look at our impact on the environment and what we can do.</p> <p>On-going PSD targets</p>
<h3>Topic: Rainforests and Conservation</h3>				
Humanities ( RE History Geography ) <b>Chimp and Zee</b>	Sensory Activities	Physical Education and Development <b>Games</b>	Design Technology <b>Shelter for a monkey</b>	Creativity (Art and Music)
<p>To develop an understanding and look at jungle life.</p> <p>To explore map work and journeys.</p> <p>Comparison of jungle and animals and farm animals.</p>	<p>Tac pac</p> <p>Massage and interaction</p> <p>Sensory room</p> <p>Switch work</p> <p>Sensory music</p> <p>Sensory art sessions</p>	<p>To work in groups learning throwing skills.</p> <p>Develop an understanding of rules for games.</p> <p>Develop own game and list of rules.</p> <p>Hydrotherapy/swimming targets</p> <p>Daily wake up shake up</p>	<p>To produce a shelter for Chimp and Zee.</p> <p>To make a tree house in class made with materials to waterproof the home.</p> <p>Looking at Fairtrade foods and making Fairtrade snacks.</p>	<p>To experience jungle art.</p> <p>To make a totem pole.</p> <p>Create jungle chants.</p>

