

<u>ENGLISH</u>	<u>MATHS</u>	<u>ICT</u>	<u>PSD</u>	<u>SCIENCE</u>
<p><i>Text types</i></p> <ul style="list-style-type: none"> • Rhymes including: Old MacDonald had a farm. • Stories including: Farmer Duck and Animal Bop <p><i>Role Play</i></p> <ul style="list-style-type: none"> • Farm, Pet Shop. 	<p><i>Number</i></p> <ul style="list-style-type: none"> • Join in number songs counting up and down • Count animals. • Number recognition • More and less • Place value. Adding simple sums using animals, cubes. 	<ul style="list-style-type: none"> • To listen and respond to a range of animal sounds and music. • To use soundboards to identify animals • To begin to use painting programs on the computer • Activate different switches • To interact with talking books and EBooks 	<ul style="list-style-type: none"> • To understand how to look after and care for animals, feeding, grooming, cleaning and handling. • To understand the importance of looking after pets - housing, shelter • To develop turn taking skills and making positive relationships. • Little Chatterboxes - developing social skills 	<ul style="list-style-type: none"> • To identify baby animals and match to the parents. • To explore a range of smells - straw, mud. Feel the range of materials that would be used for pets/animals. • To experience changes through making play dough animals • To experience a Farm Visit

Medium Term Plan - Learning Objectives

E. Clark - Orange Class

Spring Term 2nd Half

4 Week Topic - Farm

<p><i>Writing</i></p> <ul style="list-style-type: none"> • Mark making using different media. • Explore letter formation through sand, foam • Use of symbols • High frequency words <p><i>Sound Work</i></p> <ul style="list-style-type: none"> • Develop phonics explore 	<p><i>Shape, Space and Measures</i></p> <ul style="list-style-type: none"> • Match 2D shapes with animals. • Sort animals. • In, on and under <p><i>Data Handling</i></p>			
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specific sounds.	<ul style="list-style-type: none"> • Collect information about number of animals. • Money - paying for items at the farm 			
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<u>Week 1:</u>	<u>Week 2:</u>	<u>Week 3:</u>
<p><u>English:</u> Pupils are to join in with morning greeting and work through the visual timetable. Pupils are to produce weekend news. Introduce the topic 'Farm' through the story of 'Farmer Duck'.</p> <p><u>Maths:</u> Pupils are to join in with counting songs. Pupils are to order numbers, use number lines and practice addition using compare bears.</p> <p><u>ICT:</u> Identify animal sounds. Interact with the white board</p> <p><u>PSD:</u> Little Chatterboxes/Discuss how to care for animals - food, water, grooming, cleaning. Play the game 'Cock a Doodle Moo'.</p> <p><u>Science:</u> Mix ingredients together to make 'Play dough'. Sculpt animals from the 'play dough'.</p>	<p><u>English:</u> Pupils are to join in with morning greeting and work through the visual timetable. Pupils are to produce weekend news. Continue with the story of 'Farmer Duck'. Pupils are to sequence parts of the story.</p> <p><u>Maths:</u> Continue with counting activities and simple addition. Pupils are to play matching and counting games.</p> <p><u>ICT:</u> Identify animal sounds using soundboards.</p> <p><u>PSD:</u> How to care for animals - What animals could be kept as pets. Look at a range of items needed for pets. What do we use them for?</p> <p><u>Science:</u> Pupils are to take part in a 'Colourful colours' and milk experiment.</p>	<p><u>English:</u> Pupils are to join in with morning greeting and work through the visual timetable. Pupils are to produce weekend news. Introduce the story of 'Animal Bop'.</p> <p><u>Maths:</u> Pupils are to sort correct amounts of animals, cubes and other objects.</p> <p><u>ICT:</u> Begin to use 2Simple - 2paint to produce images of animals.</p> <p><u>PSD:</u> How to care for animals - Look at different housing for pets. Match up the correct 'house' for the pet.</p> <p><u>Science:</u> To use our senses to explore straw, mud, grass, newspaper, sticks.</p>

Medium Term Plan - Weekly Activities
E. Clark - Orange Class
Spring Term 2nd Half

4 Week Topic - Farm

Week 4:

English: Pupils are to join in with morning greeting and work through the visual timetable. Pupils are to produce weekend news. Continue with the story of 'Animal Bop'. Pupils are to sequence parts of the story.

Maths: Continue with sorting animals and objects. Pupils are to carry out activities to include in, on and under.

ICT: Continue with 2Simple program. Pupils to choose which effect to use to produce an image of an animal.

PSD: Little Chatterboxes - developing social skills

Science: Pupils are to combine different materials to make a 'Lava Lamp'.

Week 5:

Week 6:

<u>HISTORY/GEOGRAPHY</u>	<u>R.E</u>	<u>ART/MUSIC</u>	<u>D&T/COOKERY</u>	<u>P.E.</u>
<ul style="list-style-type: none"> • To explore different animal habitats. • To learn about animals noises and what different animals do. • To explore our environment around us. • To look at changes on a Farm - machinery 	<ul style="list-style-type: none"> • To develop knowledge about the Easter Story 	<ul style="list-style-type: none"> • To use junk modelling to produce animals/tractors including sock puppets. • To produce a range of pictures using handprints, tractors, rollers and big brushes. • To explore rhythm • To explore a range of instruments • To learn and join in with animal songs • To use sounds to express action. 	<p><i>Cookery</i></p> <ul style="list-style-type: none"> • To plan and organise making products. • To use a range of techniques to measure, prepare, and combine materials. • To take account of working characteristics of materials, e.g. thickening of mixtures. • To work safely and hygienically. 	<ul style="list-style-type: none"> • Pupils are to take part in soft play and swimming sessions.

Medium Term Plan - Learning Objectives
E. Clark - Orange Class
Spring Term 2nd Half
4 Week Topic - Farm

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<p style="text-align: center;"><u>Week 1:</u></p> <p><u>Geography:</u> Discuss animals on a farm. Pupils to communicate what animals would be on a farm. Discuss buildings and transport on a farm. Match animals to the correct buildings.</p> <p><u>Art:</u> Pupils are to begin to make tractors or animals from junk modelling.</p> <p><u>Music:</u> To join in with singing the song 'Old Macdonald had a farm'.</p> <p><u>Cookery:</u> Use marshmallows and icing to decorate fairy cakes to produce sheep cupcakes.</p>	<p style="text-align: center;"><u>Week 2:</u></p> <p><u>Geography:</u> Discuss the range of animals on the farm. Pupils are to attempt to make animal noises and discuss what different animals do.</p> <p><u>Art:</u> Continue with making vehicle or animals with junk modelling.</p> <p><u>Music:</u> Make a variety of sounds using voices and body percussion.</p> <p><u>Cookery:</u> Use bread buns, ham, cheese to create 'Angry Birds' sandwiches.</p>	<p style="text-align: center;"><u>Week 3:</u></p> <p><u>Geography:</u> Show 'I got a habitat' video on YouTube. Discuss where a range of animals live. Match the animals to the correct living environment.</p> <p><u>Art:</u> Pupils are to use big brushes to produce their own interpretation of an animal.</p> <p><u>Music:</u> Use different music and instruments to express feelings and actions through rhythm and pace.</p> <p><u>Cookery:</u> Decorate fairy cakes with chocolate spread and chocolate buttons to produce monkey cakes.</p>
<p>Medium Term Plan - Weekly Activities <i>E. Clark - Orange Class</i> <i>Spring Term 2nd Half</i> <i>4 Week Topic - Farm</i></p>		
<p style="text-align: center;"><u>Week 4:</u></p> <p><u>Geography:</u> Explore the outside areas around our school. Can we find any animals/insects living in a natural environment?</p> <p><u>Art:</u> Pupils are to use rollers and toy tractors to produce a painted picture.</p> <p><u>Music:</u> Continue with exploring rhythm and pace - fast/slow and loud/quiet.</p> <p><u>Cookery:</u> Use digestive biscuits, icing along with small and large chocolate buttons to produce paw print biscuits.</p>	<p style="text-align: center;"><u>Week 5:</u></p>	<p style="text-align: center;"><u>Week 6:</u></p>