

Half termly skills curriculum plan

Keelman's Way School

Literacy Water/sea	Maths Number, size and money	Science Water and materials	ICT	Personal and social Development
<p>Reading to and responding to texts by looking at characters, events and keywords</p> <p>Texts Noah's ark/alternative story Grandpa's handkerchief</p> <p>Poetry Water poems and facts</p> <p>Non-fiction Facts about water Phonics and reading books</p>	<p>To develop skills in:</p> <p>Number - Counting and calculation</p> <p>Size—words to describe size, ordering size, using language appropriately.</p> <p>Money- using money to buy objects, recognising coins, adding amounts and taking away money amounts</p>	<p>Weather</p> <p>Dress a bear in rain clothes</p> <p>Weather types</p> <p>Water cycle</p> <p>Look at gases, liquids and solids concerning the water cycle</p> <p>Measure rain water collected and use it for other purposes</p>	<p>To explore ICT programs, jigsaw maker, switch it maker</p> <p>Produce a PowerPoint of the water cycle</p> <p>Using internet to research theme, rain topics</p> <p>Ongoing ICT targets</p> <p>Using the internet</p> <p>Using work, symbols, etc,</p> <p>On-going ICT targets</p>	<p>Working with each other.</p> <p>Develop understanding of issues surrounding drought and famine.</p> <p>Look at literature about Water aid and visit website</p> <p>Work on adolescence with Becca</p>
Topic: Rivers and Coasts				
Humanities (RE History Geography)	Sensory Activities	Physical Education and Development Outdoor games	Design Technology	Creativity (Art and Music)
<p>Map work, rivers and land</p> <p>Water cycle</p> <p>Local rivers</p> <p>Naming aspects of river life and banks</p> <p>Noah's Ark</p> <p>Christian stories</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>Work in outdoor classroom</p>	<p>To design and create an ark/boat to set sail.</p> <p>Create a waterproof outfit for a bear</p> <p>Design a water cycle model for display in class.</p> <p>Create a water saving vessel to collect rainwater</p>	<p>To learn songs bout the rain and the water cycle.</p> <p>To make rainmakers using craft materials.</p> <p>To create a water display using arts and crafts materials.</p> <p>Create a display of Noah's ark</p>

