

<u>ENGLISH</u>	<u>MATHS</u>	<u>ICT</u>	<u>PSD</u>	<u>SCIENCE</u>
<p><b>Suggested Texts:</b></p> <p>Animal Boogie, Walking Through the Jungle, The Mixed Up Chameleon.</p> <p><b>Phonics:</b></p> <p>Continue 'Letters and Sounds' activities</p> <p><b>Non Fiction:</b></p> <p>Labelling animals, objects and foods, making lists and following instructions</p> <p>Rebound</p>	<p><b>Using and Applying:</b></p> <p>Finding, sorting and matching animals into groups,</p> <p><b>Number and Calculation:</b></p> <p>Counting and reading numbers. Addition and subtraction</p> <p><b>Measure:</b></p> <p>Height / length and capacities</p> <p><b>Patterns and Prepositions:</b></p> <p>Colour, shape and animal patterns. Look and place objects, in, on or under.</p>	<p>PMLD – S2c - Show awareness and respond to experiences produced by computer multimedia using switches.</p> <p>Cause and Effect Switch activities and responding to ICT Stimuli – switches, fibre optic lamps, lights, fans</p> <p>Equals 2.1c - Labelling and classifying</p> <p>Operating some ICT equipment – such as using an Ipad to take a photograph or a video clip. Sorting and making choices on the whiteboard</p> <p>Painting rainforest animals on smartboard</p> <p>Cause and Effect Switch activities and responding to ICT Stimuli – switches, fibre optic lamps, lights, fans</p>	<p>Caring for ourselves and the environment.</p> <p>Sharing and taking turns with others.</p> <p>Self-help skills</p> <p>Personal Targets from individual plan.</p>	<p>Equals 2.2d – Helping plants grow.</p> <p>Growing seeds, plants, watering, caring for them, measuring.</p> <p>Making recycled paper</p> <p>Sorting materials—recycling. Set up a recycling area. Make recycling posters</p>

**Medium Term Plan Overview**

***Yellow Class***

***Term – Spring 1***

***6 Week Topic – Rainforest & Conservation***

<b><u>Week 1:</u></b>	<b><u>Week 2:</u></b>	<b><u>Week 3:</u></b>
<p>English – Phonic ‘s’ and follow up activities using resources.</p> <p>Text – ‘Walking through the jungle’ – making props and masks for the story.</p> <p>Decorating animals by mark making or drawing lines, zig zags or other pattern. Chatterbox session</p> <p>Maths – Making long snakes using play dough – measure using non standard measurements for some pupils. Find Percy Parrot by looking ‘in’.</p> <p>ICT – Senswitcher on the interactive whiteboard, computers or tablet. Switch cause and effect activities.</p> <p>Science &amp; PSD – Planting cress seeds and caring for them in class. Water rota for pupils. Plant some seeds in transparent plastic cups so the children can see the seeds change and watch them grow in greater detail.</p>	<p>English – Phonic ‘a’ and follow up activities using resources.</p> <p>Text – ‘Walking through the jungle’ – Helping to tell story using props, words, individual and multiple switches.</p> <p>Chatterbox session</p> <p>Maths – Making short snakes. Find Percy Parrot by focussing on the preposition ‘on’. Counting quantities from 1 to 5. Sequencing numbers 1-10. Subtraction sentences. Number action songs – 5 monkeys. Pupils press switch and remove resource at the correct time – attempt to match numerals.</p> <p>ICT – Sorting pictures or toys of rainforest animals into hoops. Senswitcher on the interactive whiteboard, computers or tablet. Switch cause and effect activities – include multiple touching of screen to cause a response.</p> <p>Science &amp; PSD – Make bird food and place them in the school grounds to feed and care for animals during the winter.</p>	<p>English – Phonic ‘t’ and follow up activities using resources.</p> <p>Text – ‘Walking through the jungle’ – Animal word jigsaws. Matching symbol to symbol or photograph to symbol of animals.</p> <p>Chatterbox session</p> <p>Maths – Maths – Find Percy Parrot by looking ‘under’. 1:1 correspondence – make fruit drink and share cups and snacks. Subtraction – stock check of crisps, juice etc. Number action songs – 5 speckled frogs. Pupils press switch and remove resource at the correct time – attempt to match numerals.</p> <p>ICT – Sorting images of rainforest animals on the computer. Senswitcher on the interactive whiteboard, computers or tablet. Switch cause and effect activities – include multiple touching of screen to cause a response.</p> <p>Science &amp; PSD – Investigate different parts of a plant – label a plant. Look at cress seeds and how they have changed.</p>

**Medium Term Plan – Weekly Activities**  
**Yellow Class**  
**Term – Spring 1**  
**6 Week Topic – Rainforest & Conservation**

**Week 4:**

English – Phonic ‘p’ and follow up activities using resources. What’s in the box/bag activities – based on phonics covered. Pupils find symbol and word where possible.

Text – ‘Walking through the jungle’ – who do you see? Use pupils photo’s in the book. Pupils to match photo or recognise name.

Maths – Maths – Find Percy Parrot by looking ‘next to’. What’s the next number 3,4,5 \_ Number action songs – 5 ducks. Pupils press switch and remove resource at the correct time – attempt to match numerals.

ICT – Problem solving - Using different switches (button, latch and lever) to operate toys, lights and create sounds.

Science & PSD – Picking up litter and putting it into the bin. Extend where possible to look at materials properties.

**Week 5:**

English – Phonic ‘i’ and follow up activities using resources. What’s in the box/bag activities – based on phonics covered. Pupils find symbol and word where possible.

Text – ‘Walking through the jungle’ – who do you see? Use pupils photo’s in the book. Pupils engage in mark making, overwriting or tracing activities focussed around their name.

Maths – Maths – Find Percy Parrot by looking in, on, under or next to. Find the missing number 7 \_ 9. Number action songs – 5 current buns. Pupils press switch and remove resource at the correct time – attempt to match numerals.

ICT – Problem solving - Using different switches (button, latch and lever) to operate toys, lights and create sounds.

Science & PSD – Make recycled paper – add fragrances and sensory materials chosen by the children. This process will take 2 weeks to complete.

**Week 6:**

English – Phonic ‘n’ and follow up activities using resources. What’s in the box/bag activities – based on phonics covered. Pupils find symbol and word where possible.

Text – ‘Walking through the jungle’ – anticipating words and animals from the story and communicating by talking, signing, using switches or sensory props.

Maths – Maths – Find Percy Parrot by looking in, on, under or next to. Number action songs – 5 fat sausages. Pupils press switch and remove resource at the correct time – attempt to match numerals.

ICT – Problem solving - Using different switches (button, latch and lever) to operate toys, lights and create sounds.

Science & PSD – Make recycled paper – add fragrances and sensory materials chosen by the children. This process will take 2 weeks to complete.

<b><u>HISTORY/GEOGRAPHY</u></b>	<b><u>R.E</u></b>	<b><u>ART/MUSIC</u></b>	<b><u>D&amp;T</u></b>	<b><u>P.E.</u></b>
Animals who live in the rainforest. Fruits with come from plants in the rainforest – make drinks.	Chinese New Year  Religious stories	Make sensory display – trees, waterfall. Collect natural materials – leaves, twigs.	Plan, make and decorate rainforest animals from various materials.	Rebound  Rainforest obstacle course.
Find out where in the rainforest some animals live and make simple fact books about some animals.	Chinese food  Chinese Lanterns	Everyday songs in and around classroom.  Jungle Music program	Make bird food and place around school grounds  Make healthy snacks or smoothies from food from other countries.	Rainforest animal movement programme
Potential Outdoor visits – the park, a local farm such as Bill Quay.				

**Medium Term Plan Overview**

***Yellow Class***

***Term – Spring 1***

**6 Week Topic – Rainforest & Conservation**

<b><u>Week 1:</u></b>	<b><u>Week 2:</u></b>	<b><u>Week 3:</u></b>
<p>History/Geography – Work together to make a sensory tree and waterfall to replicate places in the rainforest animals may live.</p> <p>Art / DT – Walk around school grounds to collect natural resources to use in our rainforest display. Pupils work in small groups to find specific materials and collect them in their own net.</p> <p>Music – Introduction to music rainforest program. Pupils play or move alongside to the different stages of the musical story.</p> <p>PE – Jungle obstacle course incorporating walking, running, turn taking, balancing on benches, crawling, jumping, balancing, throwing and following instructions over the half term.</p>	<p>History/Geography – Rainforest animals which live on land. Go on a search within the school grounds and locate rainforest animal which live on the ground – make simple facts booklet about one of the animals. Some pupils use switches to activate sounds or sensory toys of rainforest animals.</p> <p>RE – Chinese new story – role play the story by going outside or by using the tuff tray and animal resources.</p> <p>Art / DT – Make sensory rainforest props – leaves, branches, rain drops or sensory slime to recreate the environment of a rainforest.</p> <p>Music – Music rainforest program. Pupils play instruments by shaking and move alongside to the different stages of the musical story.</p> <p>PE – Jungle obstacle course incorporating walking, running, turn taking, balancing on benches, crawling, jumping, balancing, throwing and following instructions over the half term.</p>	<p>History/Geography – Rainforest animals which live in the water. Go on a search within the school grounds and locate rainforest animal which live in the water – make simple facts booklet about one of the animals. Some pupils will tolerate, handle, find and retrieve animals from water in the tuff tray.</p> <p>RE – Chinese new year – Use multiwash lighting and music to recreate firework effect in class. Watch firework display and make firework pictures and taste Chinese food – prawn crackers.</p> <p>Art / DT – Make sensory rainforest animal – painted parrot, flytrap, monkey, patterned snake. To be completed over 2 weeks.</p> <p>Music – Music rainforest program. Pupils play instruments by shaking, hitting and move alongside to the different stages of the musical story.</p> <p>PE – Jungle obstacle course incorporating walking, running, turn taking, balancing on benches, crawling, jumping, balancing, throwing and</p>

following instructions over the half term.

**Medium Term Plan – Weekly Activities**  
**Yellow Class**  
**Term – Spring 1**  
**6 Week Topic – Rainforest & Conservation**

**Week 4:**

History/Geography – Rainforest animals which live in the trees. Go on a search within the school grounds and locate rainforest animal which live in the trees – make simple facts booklet about one of the animals. Some pupils will retrieve sensory animals from a camouflage net.

RE – Make sensory versions of the Chinese new year animals. Pupils to experience different materials, fabrics and textures and make choices for their chosen animal - to be completed over 2 weeks.

Art / DT – Make sensory rainforest animal – painted parrot, flytrap, monkey, patterned snake. To be completed over 2 weeks.

Music – Music rainforest program. Pupils play instruments (introduce new instruments) by shaking, hitting and move alongside to the different stages of the musical story. Pupils will begin to anticipate the next stage and prepare themselves for the activity.

PE – Jungle obstacle course incorporating walking, running, turn taking, balancing on benches, crawling, jumping, balancing, throwing and following instructions over the half term.

**Week 5:**

History/Geography – Pupils will make smoothies and juices from fruits that come from the rainforest. Switches will be used to operate pieces of equipment such as a juicer or a blender. Some students will complete simple documentation sheets of the foods used to make their smoothie.

RE – Make sensory versions of the Chinese new year animals. Pupils to experience different materials, fabrics and textures and make choices for their chosen animal.

Art / DT – Make a rainmaker to replicate sounds made in a rainforest. Pupils make choices and complete simple planning sheet where appropriate. Pupils will tolerate, explore and co-operate with staff to handle the various resources.

Music – Music rainforest program. Pupils play instruments (introduce new instruments) by shaking, hitting and move alongside to the different stages of the musical story. Pupils will begin to anticipate the next stage and prepare themselves for the activity.

PE – Jungle obstacle course incorporating walking, running, turn taking, balancing on benches, crawling, jumping, balancing, throwing and following instructions over the half term.

**Week 6:**

History/Geography – Pupils will make smoothies and juices from fruits that come from the rainforest. Switches will be used to operate pieces of equipment such as a juicer or a blender. Some students will complete simple documentation sheets of the foods used to make their smoothie.

RE – Chinese new year – make sensory lanterns or fireworks paintings to celebrate Chinese New Year. Pupils will also taste Chinese food – spring rolls.

Art / DT – Mixed up Chameleon – plan which chameleon outline pupils want to use and complete planning sheet. Pupils then communicate what colours and materials they want to use and work towards making a 3D chameleon – this will be completed over 2 weeks.

Music – Music rainforest program. Pupils play instruments (introduce new instruments) by shaking, striking, hitting and move alongside to the different stages of the musical story. Pupils will begin to anticipate the next stage and prepare themselves for the activity. Encourage some pupils to lead the activity. Take photographs for documentation.

PE – Jungle obstacle course incorporating walking, running, turn taking, balancing on benches, crawling, jumping, balancing, throwing and following instructions over the half term.