

<u>ENGLISH</u>	<u>MATHS</u>	<u>ICT</u>	<u>PSD</u>	<u>SCIENCE</u>
<p>Suggested Texts:</p> <p>Elmer, The Gruffalo, Non-fiction - recipes</p> <p>Phonics:</p> <p>Continue 'Letters and Sounds' activities. Blending letter sounds and finding words that begin with a given sound.</p> <p>Non Fiction:</p> <p>Enterprise posters, making lists and following instructions</p> <p>Easter Fair recipes</p> <p>Rebound</p>	<p>Number and Calculation:</p> <p>Counting, numeral recognition, number rhymes</p> <p>Subtraction</p> <p>Money – price tags for enterprise fair.</p> <p>Measure:</p> <p>Size – big, small,</p> <p>Time – calendars, days, month, sequencing symbols, o'clock and half past times</p> <p>Capacities – full, and empty using different sized containers and bottles.</p>	<p>PMLD – S2c - Show awareness and respond to experiences produced by computer multimedia using switches attached to the whiteboard.</p> <p>Cause and Effect Switch activities and responding to ICT Stimuli – musical programs,</p> <p>Equals scheme of work - Pictograms</p>	<p>Recycling materials – Making recycled paper.</p> <p>Recycling materials to make animal habitats – minibeast hotel, bottle wormery,</p> <p>Personal Targets from individual plan.</p>	<p>Materials & their properties</p> <p>Making recycled paper</p> <p>Material properties – hot, cold,</p> <p>Melting and freezing</p> <p>Separating materials – sieving sand and lego, juice and water, milk and milkshake powder.</p>

Medium Term Plan Overview
Yellow Class
Term – Spring 2
6 Week Topic – Habitats

<u>Week 1:</u>	<u>Week 2:</u>	<u>Week 3:</u>
<p>English – Phonics – blending letters (satpin) into words. Finding words that begin with those letters. Phonics bingo.</p> <p>World Book day activities, half term news.</p> <p>Rebound & routes for learning activities.</p> <p>Chatterbox session with Jackie Webb</p> <p>Maths – March calendar, sequencing numbers in order. Gutter balls – counting balls posted down the tube, 2D shapes assessment.</p> <p>ICT – Sorting and matching images of animals. Senswitcher activities activated by a switch only.</p>	<p>English – blending letters (satpin) into words. Finding words that begin with those letters. Phonics bingo.</p> <p>Text – Elmer – labelling animals, overwriting alphabet letters, mark making, reading character names and animals, matching animals.</p> <p>Chatterbox session with Jackie Webb, rebound & routes for learning activities, make 3D Elmer – making choices between colours and materials.</p> <p>Maths – Sequencing numbers on a number line, number rhymes, comparing height of towers, building towers using foam bricks, comparing sizes big, small resources.</p> <p>Gutter balls – counting balls posted down the tube</p> <p>ICT – Sorting and matching images of animals. Using Senswitcher activities activated by a switch only – music such as Abba, JLS, Fast Food Rockers.</p> <p>Science – Experiencing, tasting and sorting hot and cold materials and foods.</p>	<p>English – blending letters (satpin) into words. Finding words that begin with those letters. Phonics bingo.</p> <p>Text – The Gruffalo, labelling Gruffalo, character profiles, make character masks – mark making, overwriting letters of alphabet.</p> <p>Chatterbox session with Jackie Webb, rebound & routes for learning activities through the sensory story of The Gruffalo.</p> <p>Maths – Sequencing days of the week. O’clock times – Whats the time Mr Wolf game.</p> <p>Gutter balls – counting balls posted down the tube and indicating 1. Number rhymes & matching large and small resources.</p> <p>ICT – Sorting and matching images of animals and putting them into a table. Demonstrate how to save work. Senswitcher activities activated by at least one press of a switch only.</p> <p>Science (Science day) & PSD – Making recycled paper with Wendy. Add additional resources such as glitter, colour and fragrances – pupils choice.</p>

Medium Term Plan – Weekly Activities

Yellow Class

Term – Spring 2

6 Week Topic – Habitats

Week 4:

English – blending letters (satpin) into words. Finding words that begin with those letters. Phonics bingo. Introduce m.

Enterprise posters for Easter Fair.

Text – The Gruffalo, sequencing the story – 1st, 2nd, 3rd boards. Writing frame activities - mark making, overwriting letters of alphabet.

Chatterbox session with Jackie Webb, rebound & routes for learning activities through the sensory story of The Gruffalo.

Maths – capacities – make play dough. Measure using full cups of flour and water.

Gutter balls - counting balls posted down the tube and indicating 1. Number/action songs and building by joining resources together. Rote counting then knock the tower down.

ICT – Make poster for Fair. Pupils choose images and enter text. Recap how to save and open work. Senswitcher activities activated by at least one press of a switch only. Rotate musical programs used.

Science & PSD – Changing materials – make ice lollies and investigate whether you can separate materials. Try and separate sand and water. Also try sand or water and lego – use a sieve to make it a fair test.

Week 5:

English – blending letters (satpin) into words. Finding words that begin with those letters. Phonics bingo. Introduce d.

Following instructions to make playdough and products for Easter fair – such as cakes or crispy cakes.

Text – Non fiction – following recipes. Making food such as crispy nests, cup cakes or cake pops for the Easter fair.

Chatterbox session with Jackie Webb, rebound & routes for learning activities through the sensory story of The Gruffalo.

Maths – capacities – make play dough. Measure using full cups of flour and water. Making price tags, sorting coins, posting coins into the coin sorter.

Gutter balls - counting balls posted down the tube and indicating 1. Extend to recognising numerals where appropriate. Number/action songs and building by joining resources together. Rote counting then knock the tower down.

ICT – Make poster for Fair. Pupils choose images and enter text. Recap how to save and open work. Senswitcher activities activated by at least one press of a switch only. Rotate musical programs used.

Science & PSD – Dig for worms in the school grounds. Make a wormery from soil and sand.

Week 6:

English – blending letters (satpinmd) into words. Finding words that begin with those letters. Phonics bingo.

Text – Non fiction – following recipes. Making products for the Easter fair.

Chatterbox session with Jackie Webb, rebound & routes for learning activities through the sensory story of The Gruffalo.

Maths – Matching coins and notes (from Easter Fair) and sorting them into groups. Count £1 coins into groups of 10. Pivat and assessment opportunity – directed activities.

Gutter balls - counting balls posted down the tube and indicating 1. Extend to recognising numerals where appropriate. Pivat and assessment opportunity – directed activities.

ICT – Use paint tools to design own Easter egg. Senswitcher activities activated by at least one press of a switch only. Rotate musical programs used

Science & PSD – Make a minibeast hotel from twigs, branches and natural resources found in the school grounds.

<u>HISTORY/GEOGRAPHY</u>	<u>R.E</u>	<u>ART/DT</u>	<u>MUSIC</u>	<u>P.E.</u>
<p>Making animal habitats</p> <p>Comparing habitats of animals – arctic, garden, rainforest, sea etc.</p> <p>Explore modern and past technologies used in our home.</p> <p>Compare different homes – past and present</p> <p>Experience a tee pee or tent.</p>	<p>Hindu Week</p> <p>Christianity - Easter Story</p> <p>Christian symbols – cross, church, Jesus, Bible</p> <p>Easter egg hunt</p>	<p>Large Elmer – using different coloured materials and fabrics</p> <p>3D Elmers using milk bottles</p> <p>Build 3D habitats</p> <p>Colourful Easter egg posters.</p> <p>Make houses/dens – junk modelling</p>	<p>Musical games (pass the sound, guess the sound), songs (assembly songs) and responding to musical instructions or symbols (go, stop, loud and quiet).</p>	<p>Rebound</p> <p>Games and skills</p> <p>Dance – Movements, sounds and actions based on animals covered over the habitats topic.</p>

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<u>Week 1:</u>	<u>Week 2:</u>	<u>Week 3:</u>
<p>History/Geography – Not covered due to World Book day.</p> <p>Art / DT – Make a large Elmer using different coloured fabrics and materials. This will take 2 weeks.</p> <p>Music – Music games, skills and following instructions. Play games such as, pass the sound, guess the sound and call and response games. Introduce symbols and actions over the half term and allow the pupils to take different roles within the games.</p> <p>PE – Games and skills – Ball skills. Throwing, transferring, handling, kicking and pushing balls on different sizes. Some pupils kick balls from cones towards a target. Some throw or pick up different sized balls.</p>	<p>History/Geography – Look at photographs of animals on IW. Go outside and look for twigs and use them to make a sensory nest. Some pupils match habitat to animal.</p> <p>Art / DT – Make a large Elmer using different coloured fabrics and materials. This will take 2 weeks.</p> <p>Music – Music games, skills and following instructions. Play games such as, pass the sound, guess the sound and call and response games. Introduce symbols and actions over the half term and allow the pupils to take different roles within the games.</p> <p>PE – Outdoor PE activities due to hall being in use for visiting illustrator.</p>	<p>History/Geography – Comparing habitats. Make the Antarctic in tuff tray using fake snow, ice and sugar cubes. Make a farm near IW and sort pictures of animals where would they live.</p> <p>Art / DT – Using milk carton tops, make a 3D Elmer by sticking coloured tissue paper onto the milk carton top.</p> <p>Music – Music games, skills and following instructions. Play games such as, pass the sound, guess the sound and call and response games. Introduce symbols and actions over the half term and allow the pupils to take different roles within the games.</p> <p>PE – Games and skills - Carousel of activities. Throwing balls towards targets against the wall. Kicking balls into net and rolling bocchia balls down a ramp or independently towards the white target ball (the jack).</p>

Medium Term Plan – Weekly Activities

Yellow Class

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6 Week Topic – Habitats

Week 4:

History/Geography – Comparing habitats. Make the Antarctic in tuff tray using fake snow, ice and sugar cubes. Make a farm near IW and sort pictures of animals where would they live. Some pupils complete worksheet others make sensory pictures of animals.

Art / DT – Make a hand printed spider and sensory spiders web.

Music - Music games, skills and following instructions. Play games such as, pass the sound, guess the sound and call and response games. Introduce symbols and actions over the half term and allow the pupils to take different roles within the games.

RE – Hindu Week - Indian outfit dressing up, Indian food tasting - bhaji's, savoury snacks, sweet. Indian music, Indian dancing onscreen, Rangoli pattern colouring. chalk and crayons, God and pray table with incense sticks and bells.

PE – Dance – Experiment moving like different animals. Experience moving slowing like a worm, tortoise, elephant etc, quickly like a cheetah. Introduce music and new animals over the three weeks.

Week 5:

History/Geography – Investigate where we live – what do we live in. Look at examples of different homes and technologies they have. Label photographs of different homes. Some experience being inside a tent.

Art / DT – Make a 3D habitat of a character from The Gruffalo. Pupils can make a 3D log pile house.

Music – Music games, skills and following instructions. Play games such as, pass the sound, guess the sound and call and response games. Introduce symbols and actions over the half term and allow the pupils to take different roles within the games.

RE – Listen to the Easter story from the bible. Look at examples of symbols and objects found at a Christian church. Experience candles and incense sticks, mime praying, listen to Christian music. Some pupils handle the artefacts, some pupils label or name different artefacts found in a church.

PE – Dance - Dance – Experiment moving like different animals. Experience moving slowing like a worm, tortoise, elephant etc, quickly like a cheetah, jumping – like a kangaroo

Week 6:

History/Geography – Investigate where we live – what do we live in. Look at examples of different homes and technologies they have. Label photographs of current technologies. Some pupils operate modern technology found in a house. This may not be covered due to the Easter Fair.

Art / DT – Decorate an Easter egg using preferred sensory materials.

Music – Music games, skills and following instructions. Play games such as, pass the sound, guess the sound and call and response games. Introduce symbols and actions over the half term and allow the pupils to take different roles within the games.

RE – Easter Egg hunt. Follow clues and collect eggs within the school ground. Recap on the Christian story of Jesus and

PE – Dance - Dance – Experiment moving like different animals. Experience moving slowing like a worm, tortoise, elephant etc, quickly like a cheetah, jumping – like a kangaroo, slithering like a snake or worm.