

| Literacy   | Maths   | Science<br><b>Animals</b>  | ICT   | Personal and social<br>Development   |
|--|---|--|---|--|
| <p>Reading to and responding to texts by looking at characters, events and keywords. Sequencing, story recall, identifying main events relating to traditional tales. Comprehension activities. Lists. Familiar phrases. ORT books and resources Phonics activities.</p> | <p><b>To develop skills in:</b><br/>Number -Number rhymes, Counting and properties of numbers and place value, sequences. Calculation. SSM- Time, patterns and directions. U&amp;A –Practical maths and reading charts.</p> | <p>To Explore differences between humans and animals. Identify animal habitats. Explore what animals need to survive. Identify the names of baby animal. Feely bag games.</p>          | <p>Beginning to write. To explore ICT programs, jigsaw maker, switch it maker<br/>On-going ICT targets<br/>Using the internet<br/>Using work, symbols, etc,<br/>On-going ICT targets.</p> | <p>Working with each other. Sharing resources, taking turns. Playing games with our peers. Look at and understand animals/pets. how can we look after them? Personal hygiene after holding animals. Look at different animals– domestic, farm, wild.</p> |
| <h2>Topic: Animals</h2>  |   |  |   |  |
| Humanities<br>(RE History Geography)   | Sensory Activities  | Physical Education<br>Games  | Design Technology/ Cookery  | Creativity<br>(Art and Music)  |
| <p>Look at the environment – which animals do we see in different seasons? What different animals can we find in different geographical areas? What items can we get in pet shop?</p>  | <p>Tac pac<br/>Massage and interaction<br/>Sensory room<br/>Switch work<br/>Sensory music<br/>Sensory art sessions<br/>Sensory exploration</p>  | <p>To work in Small groups /independently – Sports activities and games. To use listening skills. Hydrotherapy/swimming targets. Daily wake up shake up Work in outdoor classroom.</p> | <p>Make an animal shelter. Create a veterinary centre. Create animal display. To make cakes. £10 enterprise challenge – design a pattern for candles</p>                                  | <p>To explore different ways of moving. To create different mythical animals. To learn songs about animals.</p>  |