

## Half termly skills curriculum plan. Yellow class - Louise Bruce. Spring 1. 2018

<u>Literacy</u>	<u>MATHS</u>	<u>SCIENCE</u>	<u>ICT</u>	<u>PSD</u>
<p>Reading to and responding to: texts by looking at characters, events and keywords.</p> <p>Suggested texts: We're Roaming in the Rainforest, What do the animals say, Monkey Puzzle, The very sleepy sloth.</p> <p>Phonics: Letters and Sounds activities Library time and reading Hand writing/mark making/what's in the bag activities.</p> <p>Non Fiction: Labelling animals, objects and foods. Information texts.</p>	<p>Number and Calculation: Counting and reading numbers, adding and doubling numbers.</p> <p>Measure: Length/height</p> <p>Position and Direction: Look and place objects, in, on or under. Directions.</p> <p>Data handling: Reading tables and graphs.</p>	<p>Life processes and living things:</p> <p>Helping plants grow – growing seeds and beans, caring for them, measuring and observing the changes. Make a rainforest in a bottle (terrarium). Observe different animals.</p>	<p>On-going ICT targets. To explore ICT programmes – 2 simple, switch it, Big Bang, InPrint. To use computer programs to work on a range of curriculum topics eg maths, literacy. Data – introducing pictograms <i>Eq-2.1d</i>.</p>	<p><i>Eq-2.1d Taking responsibility towards others</i> Take on individual responsibilities, Taking care of animals and others, Be aware of responsibility to the environment (keeping our school tidy) Personal targets</p>
<b>Topic – Rainforest &amp; Conservation</b>				
<u>HUMANITIES</u>	<u>SENSORY ACTIVITIES</u>	<u>PHYSICAL EDUCATION AND DEVELOPMENT</u>	<u>DESIGN TECHNOLOGY</u>	<u>CREATIVITY</u> (Art and Music)
<p>(RE, History, Geography)</p> <p>RE celebrations: Chinese New Year</p> <p>Animals that live in the rainforest – where in the rainforest do they live? Make animal fact files. Fruits that are found in the rainforest.</p>	<p>Massage and interaction Sensory room Sensory music Sensory art sessions Sensory exploration/messy play</p>	<p>Movement – crawling, jumping, walking, running (rainforest animal movements). Throwing and catching. Swimming Judo Daily wake up shake up</p>	<p>Rain makers (shakers). Fruit salads and smoothies from fruits found in the rainforest. Make bird feeders.</p>	<p>Art: Animal patterns - marbling Make sensory animals with a range of materials. 3D animals</p> <p>Music: Rhymes and songs with</p>

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<p>Possible visits: Visit to the Winter Garden or Kirkly Hall Zoo.</p>				<p>repetition. Musical instruments – shaking, hitting, movement.</p>
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