

<u>ENGLISH</u>	<u>MATHS</u>	<u>ICT</u>	<u>PSD</u>	<u>SCIENCE</u>
<ul style="list-style-type: none"> • Rhymes including: Rumble in the Jungle, Noah's Ark • Stories including Sensory Stories: The selfish crocodile, Animal Bop, Monkey Puzzle/Noah's Ark. • Pupil choice of book. • ORT reading books. • <i>Role Play</i> • Dress up, Drama and role play - Pet shop. • Initiating activities. • Mark making • Forming ideas for writing or scribe. • Drawing illustrations to accompany work. • Use of symbols effectively • Phonics • HF words • Library work 	<ul style="list-style-type: none"> • Join in number songs counting up and down. • Comparing numbers. • Counting objects, counting in two's. • Number formation. • Properties of number. • Writing numbers. • Sequence of number. • Adding and subtracting simple sums. • Mental maths. • Symmetry • Pattern, animal patterns, camouflage. • Collecting data (pets, favourite animals). 	<ul style="list-style-type: none"> • To use painting programs on the computer to create characters/Animals/posters from topic stories. • Activate different switches, soundboards. • To activate and control a range of ICT equipment and learn about ICT in everyday uses. • Access interactive Animals related games and animations. 	<p>To develop social interpersonal skills.</p> <ul style="list-style-type: none"> • Little Chatterboxes. • Develop knowledge about rules and instructions. • To acknowledge similarities and differences. • To behave appropriately in the community. • To play games and develop teamwork skills. • To increase awareness of self-help skills. • Develop knowledge of how to look after animals. • Develop awareness of animals that help us. • Discuss fear of animals/mini beasts, 	<ul style="list-style-type: none"> • To understand differences and similarities in Animals. • To learn about life cycles of animals • To develop knowledge about growth in plants and animals. • To understand baby animals and their parents. • To learn about classification of animals. • Mini beast work on labelling, habitats. • Sorting and classifying animals.
<p align="center"> Medium Term Plan - Learning Objectives Laura McGregor - Orange 2 Summer Term 2 7 Week Topic - Animals. </p>				

<u>Humanities</u> Location of animals, found in deserts, polar, gardens, etc. Locate on a globe. Map work, habitats, Naming counties linked to World Cup 2018. Flags of the world. Sikh day - cultural dancing, customs.	<u>Sensory curriculum</u> Soft play. Sensory room. Hydrotherapy. Positional work. Physiotherapy. Massage and interactions. Switch work. Anticipation and interaction games. Sensory stories/songs/ experiences.	<u>PE</u> Football skills. Playing games together. Party games. Water play. Swimming. Physiotherapy. Walks to park and local amenities.	<u>Outdoor work</u> Gardening with Susanne. Work in sensory garden. Mini beast hunt. Water play. Outdoor play. Games and activities linked to topic outdoors. Gathering data and collecting images of animals found in yard.	<u>Art and music</u> Learning animal songs. Drawing animals. Mixed up animals. Animals dancing and movements. Sounds and using instruments.
---	---	---	--	--

<u>Week 1:</u> Introduce topic. Find out pupils knowledge interest s and hobbies. Produce a chart of animals/pets we have. Discuss looking after them. Group animals into simple sets. Counting animals in maths and linking Noah's Ark to maths games. Think about how to look after animals and ourselves. Collect photos or images of animals and arrange them. Design animal display. Prepare resources for a pet shop role-play area. Animal songs. PE/swimming.	<u>Week 2:</u> Match babies to mother animals. Describe features of animals Sensory stories. Animal patterns, fur, feathers, skin. Role play area work. Design a care poster for animal care for animal of choice. Collect image of mini-beasts in garden. Create a mini-beast home. Think of best environments. PE/swimming. Gardening.	<u>Week 3:</u> Sorting animals by a common feature. Locate their habitats on a map. Think of different environments. Life cycle of an animal of choice, reach images of their stages. Think of fears e.g., spiders, dogs, snakes, etc. Help someone with a fear. Draw animals using ICT. Label animals and think of common features, e.g., habitats, ways they travel, what they eat, how many legs, wings they may have. Visit to local pet shop. PE/Swimming. Gardening.
Medium Term Plan - Weekly Activities		

Laura McGregor - Orange 2 Class

Summer Term 2

7 Week Topic - Animals.

Week 4:

Create mismatched animal board.
Heads/bodies/legs - mixed up animals.
What do animals need? Where do we find animals?
What make a good pet?
Naming and labelling animals
Continue to sort and group animals.
Find out pets from other pupils.
Create chart of info, find out popular animal.
Visit to pet shop.
Care for and handling an animal.
Make a home in class for animal.
PE/swimming.
Gardening.

Week 5:

Create animal masks.
Sensory dancing.
Music for assembly.
Bug ball invitations
Make costumes.
Have a party with dancing and creature feature game.
Bug food and animal games.
Play animal corner games.
Take photos.
Summer fayre.
PE/swimming.
Gardening.

Week 6:

Trip to Beach.
Trip to park.
Mini-beast and animal hunt in the local environment.
Caring for bugs.
Ocean/beach themed sensory story with props from the beach.
World cup celebrations.
Citizenship workshop.
PE/swimming.
Gardening.

Week 7:

End of term celebrations.
Transition day to new class.
Meet new staff and move into new class.
End of term assembly.
Class events.
PE/swimming.
Gardening.