## Half termly skills curriculum plan

## Keelman's Way School

Literacy	Maths	Science	ICT	Personal and social
		Life processes & Living Things		Development
Picture stories linked to	Counting skills.	Exploring a range of objects and	To explore ICT programs, 2	Working with each other.
Planting and Growing	Read and write numbers.	resources.	simple	Sharing resources, taking
Sequencing.	One to one correspondence.	Access to outdoor equipment to	On-going ICT targets.	turns. Playing games with our
Use available mark making	Use play dough mats as an	practise trial and error.	To explore a variety of	peers.
resources to draw and	enhancement to play,	To use a switch to control	talking books	Watching videos of ourselves.
colour words and pictures.	comparing sizes, retelling	different objects.	To use a range of tools to	Playing with children from
Identify and encourage	stories	Imitate actions using body	explore talking books	other classes.
repeating rhyme in Nursery	Sorting/categorising	movements.	To make choices and begin to	Participating in the wider
Rhymes.	activities	Scavenger hunt- collecting	communicate about what	school community.
Practise early handwriting	Order events in stories using	objects.	they see	Attending the café in school.
skills.	time specific words e.g. first,	Follow simple instructions.	Mouse and keyboard skills.	Understand friendships.
Introduction to role-play.	before, next etc.	Outdoor classroom		Beginning to develop self-
	2D and 3D shapes	Reaching for preferred item.		control in varying situations.
	Knowing where resources go			
	in the classroom.			
Topic: Planting and Growing				
TOPIC. Flanting and Orowing				
6 week topic/ Orange 1				
History/ Geography	Sensory Activities	Physical Education and	Design Technology/ Cookery	Creativity
		Development		(Art and Music)
Share weekend news with	Тас рас	To participate in soft play and	To develop turn taking skills.	To explore printing.
peers.	Massage and interaction	swimming sessions.	To improve communication	Develop physical skills.
Participate in I See games.	Sensory room	To join in with the following PE	skills.	Explore different medias such
Encourage awareness of	Switch work	activities;	To develop physical skills.	as paint, chalks, crayons and
environmental noises in	Sensory stories	Wake up shake up	To develop creativity.	collage material linked to
school.	Sensory art sessions	Boogie Beebies (dance)	To taste new food.	literacy story.
To locate places in school	Exploring materials	Sensory Circuit.		To make choices and turn
for example soft play.	Swing	Use equipment appropriately to		take.
To be encouraged to get a	OT equipment	throw, pass, kick, hit, bounce		To become more
sense of direction through	Rebound	and aim at a target.		independent.
games and mathematical	Hydrotherapy	Interact with others		Vegetable printing.
positional language.		appropriately in a game.		
		Bikes in the MUGA.		