Literacy	Maths	Science Water	ICT	Personal and social Development
• Use available mark making resources to draw and colour words and pictures. • Identify and encourage repeating rhyme. • Practise handwriting skills. • Sensory stories linked to water – 'what's in the sea?' • Role play during sensory stories. • Exploring facts about water	• Counting skills. • Read and write numbers. • One to one correspondence. • Use play dough mats as an enhancement to play, making shapes. • Capacity • Exploring full/empty	• Exploring a range of objects and resources. • Access to outdoor equipment, looking at what we can find in a pond. • Looking at what animals are in the pond environment. • Looking at how the environment changes when it rains. • To use a switch to control different objects. • Scavenger hunt- collecting objects that we find in the sea. • Follow simple instructions. • Outdoor classroom • Reaching for preferred item. Sensory water activities.	• To explore ICT programs • To explore a variety of talking books • To use a range of tools to explore talking books • Using the internet to research the importance of water/pond/sea animals. • Mouse and keyboard skills. Using the keyboard to make music. • iPad. • Switch board.	• Working with each other. • Sharing resources, taking turns. Playing games with our peers. • Watching videos of ourselves. • Playing with children from other classes. • Participating in the wider school community. • Attending the café in school. • Understand friendships. • Develop self- control in varying situations. • Thinking about hygiene. • Safety around water.

Topic: Water Spring 1, Green 1				
History/ Geography	**Sensory Activities**	**Physical Education and Development**	**Design Technology/ Cookery**	**Creativity** (Art and Music)
Share weekend news with peers. Participate in I See games. • Become aware of changes in physical environment. • Learn about the effects of the weather on people.	• Massage. • TACPAC • Exploring sensory trays related to topic • Rebound • Hydro • Positioning • soft play • Sensory room	• To participate in soft play and swimming sessions. • To join in with the following PE activities; wake up shake up, sensory circuit. • Use equipment appropriately to throw, pass, kick, hit, bounce and aim at a target.	• To develop turn taking skills. • To improve communication skills. • To develop physical skills. • To develop creativity. • To taste new food. • To follow a recipe. • To follow simple	• To explore printing. • Develop physical skills. • Explore different medias such as paint, chalks, crayons and collage material linked to literacy story. • To make choices and turn take. • To become more

	• Massage.	• Interact with others appropriately in a game. • Turn taking.	instructions.	• independent. • Hand printing • Exploring different musical instruments – creating a song.