Half termly skills curriculum plan. Red 2 - Louise Bruce. Spring 2. 2019

Literacy	MATHS	<u>SCIENCE</u>	<u>ICT</u>	<u>PSD</u>			
Listening and responding to topic related stories including Farmer Duck, Noisy Farm and Lily gets lost. Engaging in sensory stories and props. Recalling main events through sequencing, exploring key characters and repeated refrains. Matching symbols and labelling. Role play/ dress up. Recalling and sharing weekend news. Phonics – rhymes and sounds (Old MacDonald, phase 1 - animal sounds/environmental sounds) Individual speech and communication targets (PECS, colourful semantics, gesture, speech sounds, blending sounds). Library time - exploring and handling books, and emergent reading. Practising early handwriting skills - fine motor/mark making/what's in the bag activities/letter formation.	Number: counting skills, number rhymes, 1:1 correspondence, recognising, reading and writing numbers, ordering numbers. matching numeral to quantity. SSM: Time - developing an understanding of before/after, now/next and day/night. Sequencing 2 events. Following a visual time table. Calculation: finding numbers of objects and comparing numbers (more and less)	Life Processes: life cycles and growth Explore farm animals - adult and babies, habitats and farm life. Story/rhyme - The Farmyard Jamboree. Life cycle - chickens. Grouping and sorting. Planting and growing seeds. Role play.	Explore ICT programs. Explore ICT equipment. To make choices and communicate about what we see. Symbols and switches to communicate meaning. Board maker. Cause and effect equipment - switches/toys/Ipa d/IWB Sensory room. Collecting data - photo's/mark making. Sorting data	Personal targets. Turn taking. Sharing resources, Playing games with peers – play skills. Attending the school café. Participating in the wider school community. Develop independence. To make choices. Hygiene and self-care. Share about family and home life - pets.			
Topic – <i>Farms</i>							

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HUMANITIES	SENSORY ACTIVITIES	PHYSICAL EDUCATION AND	DESIGN	CREATIVITY
(RE, History, Geography)		DEVELOPMENT	TECHNOLOGY	(Art and Music)
Recall and share weekend	Massage and interaction			
news.	Sensory stories	Developing skills in: movement,	Follow instructions	Art: create pictures using a
Animal habitats -	Sensory room	balance and coordination.	and explore	range of materials and media
pond/stable/field/house etc.	Sensory music	Move and Groove	ingredients in	- animal and tractor tyre
Easter story and related	Sensory art sessions	Swimming targets	cooking.	printing, collage, painting.
activities.	Sensory exploration/messy	Daily wake up shake up	Create 3D models	Music: Rhymes and songs
	play	Soft play	relating to topic –	with repetition linked to topic.
Visits: Ouseburn farm and Bill	Music and movement sessions	Rebound	make a barn.	Musical instruments.
Quay farm.	with Mary.	Judo	Animal masks.	Following actions and
		PE sessions - exploring equipment	Decorate eggs.	patterns.
		(mats/balls/rock n rolla etc) and how	Easter crafts for	
		to use them safely.	the Easter fair.	
		Outdoor: bikes, slide, steps, swing		
		etc.		