Literacy	Maths	Science (Magnets /Forces)	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 fun at the big top Role play during sensory stories. Exploring actions and motions in the circus tent. Create a poster, comprehension work, write own stories. 	 Number songs and number activities - see special maths targets. Quantities and matching of numerals Adding and increasing of digits. Mathematical language, how many, 1,2,3 ready steady go. Experiencing and commenting on weights. Predicting weight. Using language associated with weight, heavy, light, same, than. 	 Simple pushes and pulls. naming and labeling actions. create ramps, pulleys and balances. Equal and unequal weights. Materials used in weight work. Forces and the effect of gravity. Experiments with different balls and ramps. 	 To explore ICT programs To explore a variety of talking books To use a range of tools to explore talking books Mouse and keyboard skills. Using the keyboard to make music. iPad. Switch board Clicker. Explore the internet for facts. Type up work. 	 Working with each other. Sharing resources, taking turns. Playing games with our peers. Playing with children from other classes. Participating in the wider school community. Understand friendships. Develop self- control in varying situations. Who to ask for help. Turntaking Individual independent learning targets. debates about animal cruelty in circuses.
	1	Copic: Forces and magnets - Circus the Autumn 1, Green 1	me	
History/ Geography (Old/New)	Sensory Activities	Physical Education and Development	Design Technology/ Cookery	Creativity
 Places in the world. Local geography. Old and new circuses Circuses around the world. Travel from town to town. Christmas story. 	 Massage. TACPAC Exploring sensory trays related to topic Rebound Hydro Positioning Soft play Sensory room Massage. 	 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. Interact with others appropriately in a game. Turn taking. Multi-skills 	 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 instructions. Create a big top in class. 	 Create a town scene. Explore different medias such as paint, chalks, crayons and collage material linked to literacy story. Exploring different musical instruments – creating music. Circus themes and songs.

• The daily mile.	• To use symbols and	
	signs to request a food.	