Literacy	Maths	Science	ICT	<b>RSHE</b> Self Awareness.
Rhymes and songs related to the topic including: fact files, Funnybones and All about me songs. Role Play- doctors and GP. Fine motor skills, massage and interaction - tac pac comprehension and story retell and sequencing. Phonics and handwriting skills, communication and interaction activities. Little Chatterboxes Reading scheme books- Oxford Reading tree High frequency words and CVC word building.	Number strand: Counting numbers. Reading numbers. Writing numbers. Number rhymes. Adding one more Taking one away Measures: Measuring weight using scales and balances. Comparing and collecting sizes Ordering size Experiencing size and size. Songs and stories based on size. U&A: Reading tables and graphs.	Equal: Earth and space: In this unit we will explore the movement between the Sun, the Moon and the Earth and the Solar System.  Produce models of the solar system. Predicting and testing predictions and making observations. Explore spacecraft, astronauts and the effect of gravity. Explore light and dark and night and day.	Equals: Data Handling: Labelling and Classifying Unit 2.1c To activate and control a range of ICT equipment and learn about ICT in everyday uses. To use basic search tools To save, retrieve and print work. Use Paint programs to produce/design fact sheets/posters of topic themed characters/people/body parts. Explore different means of communicating using ICT.	Within this topic we will discuss:  Things we are good at  Kind and unkind behaviours  Playing and working together  People who are special to us  Getting on with others Rules of the classroom and expectations. Set goals. Basic hygiene and hand washing. Turn-taking, sharing and being independent around school.
Term: Autumn 1 2021 Topic: Ourselves including Halloween  Class: Blue 1 Teacher: Mrs McGregor				
Humanities History (Ourselves)	Sensory activities related to topic	Physical Education and Development	DT/Cookery	Creativity (Art & Music) Photography

- To increase awareness of similarities and differences.
- To compare old and young pictures,
- To have an awareness of different family generations.
- To be aware of our local environment

- Sensory room, softplay, outdoor play, sensory exploration and messy play.
- Sensory cookery.
- Sensory science and art.
- Tac pac, massage and interaction.
- Exploration of light and dark.
- Positioning
- Rebound
- Hydro
- music and rhythm

Developing skills and techniques on throwing and catching.

- Techniques underarm and overarm, appropriate warm up/cool down, teamwork, communication and applying to games.
- Developing into focus upon catching and techniques applying those into practice.
- PE sessions will look to include improving gross motor skills and keeping fit through fitness activities.

Other activities which support the PE curriculum.

- Wake up shake up
- Daily mile
- Swimming lessons.

Explore our likes and dislikes.

- creating cupcakes with different fillings.
- Independent work in the cookery
- Sensory exploration of ingredients
- Naming and labeling ingredients
- Follow a recipe and its method
- Follow rules of the kitchen and hygiene,

Using devices to create different forms of photography.

Create photo book
Take photos of self and others.
Create a portrait in style of
Warhol
Distort images using ipad and
assembling body parts.
Create images for displays
Look at images of old and young
Take photos of nature and
outdoor areas.

Taking action photos in PE

Create collage of photos for display in class. Create artwork using different materials, paint, gule, collage and natural resources.

## Week 1:

<u>Literacy</u>' All about ourselves' worksheet. Symbol choosing work based on features of ourselves, families, likes and dislikes. Little Chatterboxes, phonics and reading, handwriting skills. Fine Motor activities.

<u>Maths</u> Weighting and measuring, what is heavy and light, explore how heavy and light feel. What do we already know? Writing numbers and reading numbers. number songs and simple addition, adding one and adding two. Cause and effect.

<u>ICT</u> Maths/ICT based games, taking photos and recording videos

<u>Science</u> What is the sun, what does it do and what dangers does it have? Day and night work - sensory groups.

**RSHE** Introducing new topic and discussing what we are good at, What we enjoy doing. What are we good at?

**PE** Working on underarm and overarm throws.

**Topic** Taking photos to make a sensory face display, what we look like and what makes us different. roleplay - doctors.

Focusing awareness of similarities and differences. Looking at ourselves in the mirror to show our differences. making cupcakes and following a recipe.

### Week 2:

<u>Literacy</u> All about ourselves' worksheet. Symbol choosing work based on features of ourselves, what is our favourite colour and what do we look like. What colour hair and eyes we have and how to ask questions about each other.

<u>Maths</u> Ordering heavy to light. discuss what is heavier than and lighter than. measuring using cubes and measuring using grams. Writing numbers and reading numbers. number songs and simple addition, adding one and adding two. Cause and effect.

<u>ICT</u>Begin to sort, classify or group various objects, e.g. practically sorting fruit into colours, types of shape, and then on screen.

<u>Science</u>Look into the sun and the earth, what does the sun do to the earth and why do have the moon? Make moondust. Think about who might live on the moon. Create a world.

**RSHE**Kind and unkind behaviours, what can we do to be kind to each others, think and renact scenarios that show behaviours.

<u>**PE</u>**Developing into focus upon catching, team games and joining in with friends. Monitoring fitness and seeing improvement week on week.</u>

<u>Topic</u> looking at bone structure and skeletons. Create a portrait in the style of Warhol.

Focusing on how we change as we get older and what we might look like. Our hope and dreams for the future.

### Week 3:

<u>Literacy</u> 'Funny bones' story linked to the topic and Halloween. Looking at the events of the story and labelling main features of characters. Sequencing and ordering of the story.

<u>Maths</u> Size ordering and reading tables and graphs. number caluacution and adding 2 and 3 to a larger number. using number lines and writing out numbers.

<u>ICT</u> Looking at images of the moon and video media, write up work using Clicker 5.

<u>Science</u>Who has been into space? The astronauts missions in the past and who landed on the moon. Make a telescope and learn about the stars in the sky.

**RSHE**Playing and working together, looking at feelings and how we communicate with each other.

<u>PE</u> developing skills of throwing underarm and overarm, monitoring fitness, team games and joining in with friends.

**Topic** Distort images using ipad and assembling body parts. discuss our similarities and differences.

What makes us 'us'

Term: Autumn 1 2021 Topic: Ourselves
Class: Blue 1 Teacher: Mrs McGregor

### Week 4:

<u>Literacy</u> Colourful semantics story of funnybones, work on setting and the main part of the story. Headline news about skeletons scaring in the neighbourhood.

Maths Ordering size

Experiencing size and size. Halloween themed maths activities.

<u>ICT</u>Use an interactive whiteboard/iPad for mark making.making a skeleton outline

<u>Science</u> Explore gravity and what effects it has, dropping a range of objects to see what will fall and what will float.

**RSHE**People who are special to us. Think of who is in our family. Who are they and why are they special. Design your coat of arms.

<u>PE</u> improved techniques underarm and overarm, appropriate warm up/cool down, teamwork, communication and applying to games.

<u>Topic</u> looking at old and young. Halloween craft.

# Week 5:

<u>Literacy</u> Halloween writing, 4 word stories. Halloween vocab. Halloween play-doh and threading games. Halloween writing and props.

<u>Maths</u> Collecting data and reading graphs. Eye colour and favourite colour. Testing out hypothesis.

<u>ICT</u>Develop mouse control through simple activities, e.g. click and drag, drag and drop. - maths games. Halloween art on paint programme.

<u>Science</u>Name the planets. Make a class planetarium using paper mache and hang in one to one room.

<u>RSHE</u>Getting on with others. Make some friendship class rules. Type them up and make a poster for display in Blue 1.

<u>PE</u> Halloween party games, corners. playing with each other and sharing resources, throwing and catching and evaluating our games.

**Topic** Halloween art and seasons changes,