

Words to learn: I, am, is, it, the

Town Mouse Country Mouse Reception

1

English

- Write own name confidently
- Mark making, giving meaning to the marks they make. Pencil control
- Learn speed sounds SET 1, practise at home
- Segment sounds in words
- Link sound to letters
- Speaking and listening to stories Town Mouse, Elmer, Beatrix Potter stories

Outdoor Learning

- Physical and human features, study landscapes. Photographic orienteering.
- Classify leaves. Learn about the birds that visit our wood making bird feeders for them.
- Making little homes for the mice.

Science

- Use observation skills to discuss the human body,
- Name some common animals
- Sort and classify animals and habitats

Maths

- Recognise numerals 1-10
- Count forwards and backwards
- identify 1 more and 1 less
- recognise shapes
- Count objects carefully
- number songs and rhymes

Computing

- Using the Bee Bots to follow a direction
- Introduce Google Classroom
- Introduce Sum Dog and IDL

Art and Design

- Design a mouse puppet
- Mix media to create a habitat display. Study the artist
- Slinkachu. Create a photo using small world people.
- Fruit and vegetable printing

Design and Technology

- Design a car for the mouse to ride in
- Make a mouse mask
- Explore using a range of media and materials.

Music & P.E

- Classify musical instruments into groups
- Group the instruments and then play them in different percussion groups
- Learn the autumn school songs, perform learn songs by heart to perform.
- Learn to improve control and coordination by playing with a variety of large and small equipment. Games. Summer games, races, throwing and jumping.

Town Mouse Country Mouse Yr1 Yr2

Words of Wisdom : friend, house, here, today, country, town

English and Geography

- Link story of the Town mouse and Country mouse to think about differences between town/city life and rural life. Compare and contrast locations.
- Write letters and emails, animal fact files, retell story, write alternative version, animal poems. Beatrix Potter stories.

Outdoor Learning

- Making natural sculptures in the woods using leaves sticks, stones, pebbles etc.
- Learning about the animals that visit our wood make feeders for them. Make homes and look at animal habitats.
- Identify physical and human features of school grounds and surrounding area. Use ipad to capture landmarks and key features. Photo orienteering, follow rope trail make a map, follow arrow trail to find items.

Science

- Use observation skills to compare and contrast pictures of animals, understand what is living and what is dead.
- Animal habitats
- Human autonomy will be covered in **SCARF**
- Food chains
- Animals including humans

Computing

- Pupils will become confident using the wonder platform, sum dog, IDL
- Use directional language for a floor robot, sequence instructions.

Design and Technology

- Design and make a vehicle for the town and country mice which will travel down a slope.
- Study local garages, virtual show room, speak to a mechanic about the features of vehicles, do a traffic survey.

Maths

- Count forwards and backwards
- Identify 1 more and 1 less, place value
- Recognise 2D and 3D shapes
- Describe position, direction, movement. Compare, describe, and solve practical problems using measurement.

Music & P.E

- Classify musical instruments into groups
- Group the instruments and then play them in different percussion groups
- Learn the whole school songs, perform in music assembly learn songs by heart to perform
- Describe musical elements such as tempo, pitch, duration. Represent environmental sounds to create a soundscape.
- Summer games, races, throwing and jumping
- Daily mile, leap into life

Art and Design

- Design three habitats and make a display
- Create images through photography, investigate scale and the photography of
- Slinkachu



This Photo by
Unknown

