

Who am I?

Outdoor learning

Animal habitats and homes, make suitable homes in different places

Art and

- Design and make a personalised name plate
- Make a collage that reflects personal interests and ideas
- Paint a self-portrait to communicate ideas about myself
- Design and decorate a box using images that represent myself

English

Who am I ? (concept: a box that represents me)

- Vocabulary extension – role on the wall
- A-Z of names
- Playground games and rhymes
- Poetry
- Poetry (rhymes and chants)
- Instructions
- Alphabetical ordering (names)

Music & P.E

- Clapping games and rhymes
- Playground rhymes and chants
- Skipping rhymes
- What's the time Mr. Wolf?
- Circle name games, name rhymes
- Gymnastics using the apparatus
leap into Life, daily mile, huff and puff

Maths

Count forwards and backwards to 100
count in multiples of twos and tens.
Identify and represent numbers using objects/pictorial.
Solve one step problems, recognise

- Value of coins and notes.

History

- Significant historical events, people and places in their own locality.
- Where do I live? – special places for me
- Personal timelines
- My family long ago – what was it like to be six for mum/gran etc?
- How can we find out?
- Family Names
- Significant historical building – my school/local
- Morwhelham Quay, homes in the past.
- Chronological report

Science

Explore the local environment, and habitats. Describe and name animals and answer questions about them in their habitat.

Name and label parts of the human body , explore the senses.
Name common animals

Computing

- Role-play instructions
- Introduce IT terminology
- program Bebot Instructions
- Programming

R.E & SCARF

New beginnings, thinking about being kind and a good friend. Friendship and valuing friends.
Jesus as a friend.
Taking care of our bodies, washing our hands

