

Learning Journey

Phoenix

Autum 2

The GRUFFALO

Understanding the World

GEOGRAPHY:

- Animal habitats
- Locations around the world where animals can be found
- Looking at plants and animals that live in the woods
- Diwali – Hinduism
- Hannukah – Judaism
- Christmas - Christianity

RE

Speech and language

Attention buckets

Colourful semantics

- Who and What doing
- Making sentences with Who and What doing
- Extending sentences with Who, What doing and What / Where

Turn taking and co-operation games

- e.g. Connect 4, dice and spinning wheel games

Lego Therapy:

- Supplier, builder and engineer

Focused areas:

- Vets, shop, café etc

Games e.g.

I spy / Simon Says / Follow the leader / My name is Joe and I work in a button factory



Expressive Arts & Design

Art / DT

Animal masks
Using fur cutoffs to make a large Gruffalo

Cooking

Making a sandwich
Making pizza
Making a Gruffalo picnic

Lifeskills

- Cleaning teeth
- Washing hands and face – talking about germs
- Putting shoes, socks and jumpers on correctly
- Turn taking playing games e.g. Connect 4 – turn taking without arguing / not sulking if loose game
- Using cutlery. To use cutlery correctly and wash up and dry up afterwards
- Table manners: To wait patiently and to have prompted social interaction while waiting for food.
- Visiting a café
- Cleaning areas of the classroom and putting things away correctly.

Mathematics

P

- Counting to 10/20
- Recognise numbers in songs and rhymes
- Count 10 objects in a line
- Count out up to 10 objects
- Match numerals to numbers in a set
- Name squares, circles and triangles
- Continue repeating patterns with two colours / shapes
- Counting on from any number to 10
- Find different ways to partition a set of five objects / ten objects
- Read corresponding + calculations
- Use 0 to describe a set

L1

- Count in 1s and 10s
- Order numbers
- More and less starting with one
- Doubling and halving to 5
- Odd and even numbers
- Ordering days of the week / months of the year
- 2D shapes and their properties – use shapes to make patterns and pictures
- Add from the largest number

L2

- Doubling to 20 and halving
- Add and subtract 10, 20, 11 and 21
- Recognise common 2D shapes: Draw, sort and describe: Symmetry / Right angles
- Add pairs of numbers to 20 and show subtraction facts
- Use symbols to represent unknown numbers
- Add 20,30,40 and 50 to a two digit number less than 100
- Subtract 11,12,21 and 22 FROM 2 digit numbers
- Add 2 digit numbers by counting in tens and ones

Physical Development and fine motor skills

Hand co-ordination and strength

- Clay / construction toys / bubble packs / pinch and hold strengthening

Co-ordination

- Pulling / pushing / gluing / modelling / percussion toys e.g. drums / balls

Body awareness

- Simon Says / Hokey Pokey / Crawling / Walking activities / throwing and catching balls and bean

English,

P

- Sound games eg Do you hear what I hear? Sound association / listening to sounds
- Word families – tap, cap, map, lap
- Alliteration games e.g. Just jiggle
- Learning letter sounds – A bag full of surprises / letter collage /
- Use vocab related to time – Friday / yesterday
- Use words and phrases when speaking e.g. I / and / I like / I can / I want
- Using a variety of writing tools e.g. brushes, chalks and icing pens
- Practice grip of pencils – sharing sweets, putting silver balls on cakes / puzzles with knobs
- Joining points left to write horizontal / vertical / at random points
- Colour in pictures and shapes
- Role play areas
- Threading / pegs / cutting
- Tracing letters and names
- Ordering simple pictures to tell a story
- Learn letters and sounds of alphabet

L1

- Spelling: Spell HF words
- Use full stops and capital letters to demarcate sentences
- Use capital letters for proper names
- Use and to join sentences
- Use a question mark at the end of a sentence to indicate a question
- Ordering words and pictures to tell a story
- Ordering words to make sentences

L2

- Demarcate sentences using capital letters at the start of sentences and full stops, exclamation marks and question marks at the end

Science

Animal diets
Animal habitats
What animals and humans need to survive