

Literacy focus: The Extraordinary Gardener

Literary Theme: Sowing a seed

Outcomes: Labels, letters of advice, instructions, narratives

Main outcome: Narrative inspired by the original text

Listening, Attention and Understanding: Speaking:

- Talk about experiences of visiting a farm, observing farm animals. Name and describe features of farm animals.
- Talk about the jobs that need to be done on the farm.
- Recite 'Farm' themed rhymes e.g. The five little ducks, the farmers in his den, Old McDonald had a farm.

UTW Past and Present

- Explore the role of a farmer.
- Pirates (Find out about the role of pirates in the past)
- Find out about different jobs that people do in our community.

EAD: Creating with Materials: Art/ DT

- Make farm machines e.g. tractors. -Explore textures to create muddy farm animals.
- Farm collages: Explore different natural materials e.g. straw, twigs. Create textures using tools and equipment e.g. forks, sponges, Printing with paints.
- Artist Focus: Jackson Pollack: **Colour splatting**
- Making a pirate ship using different construction equipment and junk modelling boxes.
- Make individual treasure maps. Make a pirate flag; skull and cross bones.
- Play 'Farmers in the den'/ 'Old McDonald had a farm' circle game.

PSED:

- Explore what makes a good friend.
- Working as a team. Helping each other to get jobs done. Play team games. Work as a team to construct a model e.g. pirate ship. - Empathy towards others.
- Rules of how to behave when working together at school. Compromise our feelings.
- Importance of having a daily routine: self-care routines; taking care of ourselves; keeping clean: washing, brushing our teeth, brushing our hair.

Numeracy:

Mastering Number: Comparison. Counting, Ordinality and Cardinality. Composition.

White Rose - Teen Numbers, Capacity

What do you want to be?



Ongoing curriculum

PSED: Jigsaw: Puzzle 4 - Healthy Me

Music: Kapow: Musical Stories

RE: Special Times 2

PE: Dance

E-Safety: Active Bytes: Building healthy habits.

UTW: Natural World

- Find out about a Farm setting.
- Name and describe farm animals and their young.
- learn names of the seasons of the year.
- Learn about farm jobs that take place during different seasons of the year.
- Find out about different types of weather.
- Explore what clothes we need to wear for weather conditions.
- Comparing environment/habitats: 'Ponds'. Walk to the local pond.
- Find out what the children observe e.g. ducks, geese, swans.
- Name and describe features of the creatures that live in a pond.
- Find out about the life cycle of a frog.
- Sequence pictures to show the growth.

UTW: People, Culture and Communities

- Daily jobs at the farm. Role-play jobs (Barnaby Bear)
- Find out about the role of a farmer/Farmer visit.
- Pirates (Find out about the role of pirates in the past)
- Explore the Caribbean culture related to pirates. Share stories with a Caribbean theme. **Dress up as pirates and role-play jobs that the pirates can do on the pirate ship e.g. scrub the deck, walk the plank,** (Barnaby Bear)
- Cosmic yoga.**

PD: Fine/gross motor skills

- Use gardening tools to role-play Farmer Duck's jobs on the farm e.g. digging up weeds, planting seeds/bulbs.
- Use tools to explore mark making to create textures for a farm scene setting e.g. forks and paints.
- Make animal footprints in the clay/dough.
- Play action games: Negotiating space, demonstrating strength, balance and co-ordination when playing.

Technology

- Work in small groups to program Beebots to travel in different directions to reach positions on a farm mat.
- Program the Beebots to travel to the pictures to sequence a life cycle.
- Code-a pillar: Program to travel around the farm mat/pictures.