

## Literacy

Signing focus – place, time, week, month, year. Who, what, where, why.  
Sp&L programmes  
Who are we – me, them us.  
What are our names, why do they belong to us?  
Famous characters through time – who are they, what did they do?  
Writing a factual article about 'visited' places.  
Grange Court – John Able architect and carpenter  
Great fire of London.  
Writing diaries – descriptive writing  
Descriptive words.  
Instructions – how to play old and new games  
Writing newspaper articles. Our own newspaper.  
School rules. Old and new.  
Plan an event – theme day  
Describe settings, ie secret garden through 5 senses.  
**Books: Marvelous Me, Only One You. Worms diary. Biff and Chips adventures – secret key. Secret Garden**  
**Multi Modal text: back to the future.**

## PSHE

SEAL – Good to be Me!  
Relationships. Changes.  
What does special mean? Who is?  
What are our strengths? What are the strengths of others?  
Who loves me and why?  
Good and bad feelings.  
Asking for help.  
Playing games together – rules, taking turns, being honest, sharing.  
Democracy, making choices together  
RE:  
Jewish and Christian beliefs  
Celebrations around the world  
Special places.

## Maths

### Number:

Personal numbers – my age, date of birth, house/phone number  
Counting in 1's 2's, 5's and 10's.  
Doubling and sharing amounts – money, people into houses  
More or less  
What number comes before and after a shown number – group game  
Shopping In old markets and new supermarkets - role play  
Subtraction, taking away. What if questions.

### Measure:

Time- early now later. Using money in role play and in community.  
Measuring size of clothing, kitchen equipment, object permanence  
Which house might be big and which might be small?  
Which old game might be heavy or light?

### Shape:

Make fire trucks, houses etc out of shapes. 3d and 2D  
Use geoboards to make shapes with elastic bands.  
Make own cylinders and cones. Discuss edges and corners.  
Name a shape box game.  
Shapes of old and new items.

## Creative Development

Drawings of human body  
Textured collages using textures/colour  
Create a time line  
Model making – grange court.  
Local artist – John Scarlett Davis. Painting  
Fire of london, tone and colours of flame  
Marble art London scenefire pictures.  
Front of diaries  
Time machine 2d junk model  
Weather forecast tactile boards  
Stem activities,  
Making Traumatrope and cone puppets.  
Collages of royal family members  
Music – London's Burning song. Singing  
in rounds? Across class groups?  
Songs through the decades.



## Sensory and Therapeutic

Tac Pac – Tudors/time  
travel/ victorians  
Massage and story massage.  
Yoga  
Intensive interaction  
Sensory gross motor  
function build.  
Built in gross motor activity  
breaks.  
7 sense resources and  
activities  
Alternate seating and  
position across the day.

## PE

Travel and control of  
different body parts.  
Use of equipment – skill  
build and imaginative play.  
Old and new games  
Circuits of equipment  
Musical performance of  
Dance – working in a old  
school, multilevel  
movements

## History/Geography/Science

Time travel – compare localities.  
Great fire of London – what/when it was.  
Pepys Diary.  
Houses in Leominster/London, Tudor.  
Old and new schools – what is the same or  
different?  
Our school in the past and now.  
Rules and sanctions.  
Jobs – chimney sweeps, maids, factories,  
clothes worn for jobs  
Science – our bodies.  
Houses and buildings old and new.  
Science – electrics, circuits.  
Science (secret garden link) mini beast and  
plants)