

TITLE Pirate and Princess Sound Adventure		
VISIT York Theatre Royal- The storm Whale/ Music Day/Pirate and Princess Day		
ROLE PLAY: Children’s choice using boxes of props. To include Pirate and princess		
ENGLISH	ART & DESIGN	Languages
<p>All Phonic sounds left as clues each day</p> <p>Blending with sounds learned</p> <p>Rhymes</p> <p>Identifying first and final sounds: I spy</p> <p>Correct terms of books and print</p> <p>Upper and lower case letters</p> <p>Writing patterns,</p> <p>Handwriting letters, formation</p> <p>Write own name</p> <p>Listen and respond to stories</p> <p>Use please and thank you</p> <p>Sustain attention and ask questions, comment and</p> <p>Interact with others, taking turns to talk and listen</p> <p>Write first and last sounds for words</p> <p>Write letters formed correctly following a model</p> <p>Read words and simple sentences</p> <p>Write CVC words and begin to write simple sentences</p>	<p>Fireworks: string pictures dipped in paint and printed, tooth brush (compare Real story to fairy tale-History)</p> <p>Variety of paints to paint article and objects of initial sounds</p> <p>Printing: shapes with initial sound of the day, vegetables, fruit, materials, fingers</p> <p>Observational drawing: pencil, pencil crayon, ink, charcoal</p> <p>Construct Pirate ships/objects and Princess palaces using various equipment and resources</p> <p>Jewellery and Telescope making</p> <p>Using scissors</p> <p>Draw, make and create objects and representations of people/objects/ideas</p>	
SCIENCE	DESIGN & TECHNOLOGY	COMPUTING

<p>Waterproof</p> <p>Materials</p> <p>Making predictions and testing: Jelly, Ice, Water</p>	<p>Handle different materials: fixing the umbrella, waterproof. Staying warm and cool Fluff's Bed: materials and properties</p>	<p>Using computer</p> <p>Turn on computers/board/cameras/bee bots</p> <p>Develop mouse control: drawing letters/sounds/pictures on paint app.</p> <p>Use torches/timers/light switches/Cd player/Camera</p>
HISTORY	MUSIC	RE
<p>Guy Fawkes: discuss story of the past and how different to fairy tales we hear each day</p> <p>Firework night: art work</p>	<p>Sing nursery rhymes, chants and songs, developing memory and class folder of songs we know and do.</p> <p>Copy clapping rhythms, then instrument rhythms, 1 clap, 2 claps, 3 claps/beats</p> <p>Start/Stop signs for making music and following picture instruction</p>	<p>Diwali: The festival of Light Celebrations: Christmas. Sounds of Christmas music, food, people, feelings</p> <p>Family traditions: Christmas booklet for home</p> <p>Understanding Christianity Focus</p>
GEOGRAPHY	PE	MATHS
<p>Pirate map: imaginary maps, Adding features of our environment outdoors</p> <p>Sound Treasure Hunts</p>	<p>Hall safety, and P.E rules.</p> <p>Stop/Start Games</p> <p>Dance:</p> <p>Use pirate to stimulate dance: scrubbing the decks</p> <p>Copy movements, control own body</p> <p>Moving like the sounds we know</p> <p>Move freely and with control around outdoor area: climbing frame, Tyres, Wild area, Ball practice, Hill</p>	<p>Vocab of time</p> <p>Sequence familiar events</p> <p>Begin to know days of week</p> <p>Describe shapes, ie, round circle, bigger,</p> <p>Use shape to make pictures, models and patterns</p> <p>Begin to name flat shapes, circle, square, triangle, rectangle and describe them</p> <p>Recognise 0-20</p> <p>Read 0-20</p> <p>Say and use number names in order to 5, then 10 then 20 and beyond</p> <p>Recite in order counting forward and back</p> <p>Count ten objects</p>

Recognise small amounts without counting

Recognise 0 and zero

Order numbers from random order ie, 1-10

Problem solving: respond to what could we try next?

Make simple estimates and predications, ie, how many cubes will fit in there?

Begin to use addition and subtraction vocab in practical activities

Add two groups by counting all