Whole School Theme: History it's a Mystery

Learning Journey Map

Term: Spring 1

Weeks: 6

Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture.									
Equality of Opportunity Raising pupil aspiration through inspiration, enjoyment and fulfilment; Access to academic excellence; Opportunity to enhance and develop skills/talent; Developing dedication and resilience	Enquiry Based Learning Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills		Force for positive change Linking our school virtues to all we do; all learning has a clear purpose and relevance to our lives and environment; children are inspired to have an impact on the world		Sustainability Emotional Intelligence; Love for learning and collaboration; Care for the environment and community; Fostering tolerance, understanding and empathy				
 Role play area to be changed and based on children's choice - a traditional tale 			- To recognise that some environments are different to the one in which we live.		 To discuss sustainable construction materials and the impact they have on our environment. 				
Title: Traditional Tales	sonal, Social and Emotional velopment Id initiated learning, adult ected activities and play thering. Talk with others to solve conflicts. Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'. Begin to understand how others might be feeling. See themselves as a valuable individual. Build constructive and respectful relationships. Express their feelings and consider the feelings of others. Show resilience and perseverance in the face of challenge. Identify and moderate their own feelings socially and emotionally. Think about the perspectives of others. Manage their own needs.			 Physical Development Daily wake and shake (music and movement), physical activities in the outdoor learning environment, 1 hour PE session twice a week. Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run acr plank, depending on its length and width. Choose the right resources to carry out their own plan. For example choosing a spade to enlarge a small hole they dug with a trowel. Collaborate with others to manage large items, such as moving a lon plank safely, carrying large hollow blocks. Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips. Be increasingly independent in meeting their own care needs. Progress towards a more fluent style of moving, with developing cor and grace. Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education sessio and other physical disciplines including dance, gymnastics, sport and swimming. Develop their small motor skills so that they can use a range of tool competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoon Use their core muscle strength to achieve a good posture when sitt at a table or sitting on the floor. Conbine different movements with ease and fluency. Condidently and safely use a range of large and small apparatus inde and outside, alone and in a group. Develop the foundations of a handwriting style which is fast, accura and efficient. Know and talk about the different factors that support their overge 					

	<u>racy</u> y RWI phonic session input, adult directed focus task, child initiated		<u>thematics</u> ly maths session input, adult
lear	ning, children's choice, cross-curricular activities indoors and	chi	d initiated learning, children
outo	doors.	act	ivities indoors and outdoors.
•	Develop their phonological awareness, so that they can:	11 ·	Talk about and explore 2D
	- spot and suggest rhymes		example, circles, rectangles using informal and mathemo
	- count or clap syllables in a word	11	'corners'; 'straight', 'flat', 'r
		11.	Understand position throug
	- recognise words with the same initial sound, such as money and mother	11	example, "The bag is under pointing.
			Discuss routes and location
•	Engage in extended conversations about stories, learning new	11	of' and 'behind'.
	vocabulary.:	11.	Make comparisons between
•	Read individual letters by saying the sounds for them.	11	length.
•	Blend sounds into words, so that they can read short words made up of	11.	Select shapes appropriately
	known letter-sound correspondences.	11	a triangular prism for a roo
•	Read some letter groups that each represent one sound and say sounds	11.	Combine shapes to make ne triangle etc.
	for them.	11.	Begin to describe a sequence
•	Read a few common exception words matched to the school's phonic		fictional, using words such
	programme.		Link the number symbol (nu
•	Read simple phrases and sentences made up of words with known letter-	11	number value.
	sound correspondences and, where necessary, a few exception words.		Count beyond ten.
•	Re-read these books to build up their confidence in word reading, their		, Compare numbers.
	fluency and their understanding and enjoyment.		Automatically recall numbe
•	Form lower-case and capital letters correctly.		Select, rotate and manipula
•	Spell words by identifying the sounds and then writing the sound with		develop spatial reasoning sk
		11	sector opariar reasoning si

- letter/s. Write short sentences with words with known letter-sound
- correspondences using a capital letter and full stop.
- Re-read what they have written to check that it makes sense.

t directed focus task. n's choice, cross-curricular

- and 3D shapes (for es, triangles and cuboids) natical language: 'sides', round'.
- igh words alone for r the table," - with no
- ns, using words like 'in front
- n objects relating to size,
- ly: flat surfaces for building, oof etc.
- ew ones an arch, a bigger
- ice of events, real or as 'first', 'then...'
- umeral) with its cardinal
- er bonds for numbers 0-10.
- late shapes in order to skills.
- Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.
- Compare length.

Expressive Arts and Design

Daily creative table top activities inside and outside. Role play area and book corner.

- Take part in simple pretend play, using an object to represent something else even though they are not similar.
- Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc.
- Explore different materials freely, in order to develop their ideas about how to use them and what to make.
- Join different materials and explore different textures.
- Create closed shapes with continuous lines, and begin to use these shapes to represent objects.
- Draw with increasing complexity and detail, such as representing a face ٠ with a circle and including details.
- Return to and build on their previous learning, refining ideas and • developing their ability to represent them.
- Create collaboratively sharing ideas, resources and skills.
- Watch and talk about dance and performance art, expressing their feelings and responses.
- Develop storylines in their pretend play.
- Explore and engage in music making and dance, performing solo or in groups.

Understanding the World

Weekly Learning Journey topic.

- Use all their senses in hands-on exploration of natural materials. •
- Explore collections of materials with similar and/or different . properties.
- Talk about the differences between materials and changes they notice.
- Comment on images of familiar situations in the past.
- Compare and contrast characters from stories, including figures from ٠ the past.
- Recognise some environments that are different to the one in which they live.