

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
- RE
- Diwali – Hinduism
  - Hannukah – Judaism
  - Christmas - Christianity

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  
 Animal footprints
- 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