

HOOK - WOW Day

Fairy tales - wow day

Children to dress as their favourite fairy tale character, do some baking/cooking (make the three bears porridge, make cupcakes Princess + the Pea)



Literacy Texts

Half termly focus on one text/video from Literacy Shed.

Spring 1 - The Little Shoemaker (video + story book)

First writing piece descriptive writing (focus on vocab)

Retelling of events - give children opportunities to act out scenes, create story boards/story mountains

Spring 2 - Embarked (video Literacy Shed)

Focus on newspaper reports, engage children by making them newspaper reporters interviewing the people from the story

NC Objectives/Skills:

- leaving spaces between words
- joining words and joining clauses using and punctuate sentences using a capital letter and full stop, question mark or exclamation mark



Maths

Knowledge: Use White Rose Maths as a basis for planning, resourcing and teaching. Begin Spring 1 with four weeks of place value consolidation and mastery,

Each lesson blends fluency with problem solving, two step problem questions in a range of contexts.

Use of concrete and pictorial aids.

NC Objectives/Skills:

- Place value charts and understanding to 100
- Number bonds to 10 and 20
- One more and one less
- Grouping numbers (link to eys, grouping objects)



Science Units

Links to fairy tale topic use STEM science. Science should be mainly practical investigation. Link to enchanted forest,



Knowledge: Children to observe a range of plants, label a simple diagram, grow their own seeds and monitor changes over time.

NC Objectives/Skills:

- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
- Identify and describe the basic structure of a variety of flowering plants.

PE/Active Learning

Knowledge: Focus on ball skills (fundamentals)

- Chest pass
- Overhead pass
- Bounce pass
- Shooting



Begin to play small group games by Spring 2

NC Objectives/Skills:

Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

History/Geography

Knowledge: Choose two fairy tales e.g Red Riding Hood and Princess and the Pea, compare what the characters wore, ate, what children's lives would be like. Label maps of the UK, use Google Earth, compare to modern day.

NC Objectives/Skills:

Pupils should develop an awareness of past, using common words and phrases relating to the passing of time. They should know where the people and events they study fit within a chronological framework and identify similarities and differences between ways of life in different periods. They should use a wide vocabulary of everyday historical terms.



TOPIC: Fairy-tales

Enquiry based question: How can we create a performance to showcase stories from the past?

Science driver/History driver/Geography



RE

Knowledge: R.E focus of the first half term. Lesson on religious music, listen to a variety of music from religions and give opinions

Lesson on writing their own prayers and creating religious art.

NC Objectives/Skills: Use Southwark Council Sacre Document

(when have password to access can add on learning objectives)

PSHE Jigsaw

Knowledge: Use Jigsaw scheme of work to plan lessons, focus on first topic 'Being me in my world'

Understanding our own individuality, likes and dislikes, using mindfulness, and meditation techniques at the start of the lesson

NC Objectives/Skills: N/A take from Jigsaw scheme

Art & Design

Children to design a Little Red Riding Hood puppet, link to literacy use instructions written. Create sketches, and use watercolours to add texture and tone. Lessons practising before final piece.



NC Objectives/skills:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Computing

Knowledge: Use scratch to create a fairytale kingdom, use programming to make the characters move and speak. Use I pads to research in science, history and geography

NC Objectives/Skills:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs



ENRICHMENT TRIPS/VISITS

Take children to the theatre to watch a show, or get a theatre Company to come in and workshop with the children.

Giving them the opportunity to see the stories they have been learning about come to life. Could be achieved in a day, booked in advance and should be easily commutable.

Take children to an 'enchanted forest' similar to Wonderland near to Birmingham, Find London alternative, live actors, houses of famous fairy tales, outdoor activities, adventure playground,



END OF TOPIC OUTCOMES

All children to take part in creating their own museum. They could choose to perform a fairy tale, they could show the artwork they have created or show visitors e.g other children from different classes the work they have produced.

Make it like a theatre show, children can have popcorn and get a mini Oscar trophy for participating well in the topic

