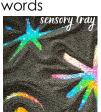
Curriculum Intent  Snowstorm  Comparing weather - measuring and recording compared to the previous year.							Impact	
Ignition/	Week 1 1.11.21 Fri - Enterprise afternoon  Bonfire Night  Ignition: Snow af	Week 2 8.11.21 Thurs - Remembrance Day Autumn- seasons ternoon.	Week 3 15.11.21 Friday - Training Day  Autumn- seasons	Week 4 22.11.21 Weather	<u>Week 5</u> 29.11.21 Weather	Week 6 6.12.21 Parents Evening - T, W, Th Weather	Week 7 13.12.21 Monday - Christingle Assembly Christmas play/crafts	
Consolidati on Communic ation	i Consolidation: Christmas activities/performance					•		
Communic ation, Language and Literacy developme nt	Bonfire Night Intent: Pupils will create an acrostic poem about Bonfire Night  Implementation: This is delivered by focused tasks and tuff tray provision  Focus- create a poem (noun phrases)  1. generate 'sight' 'sounds' mind map 2. create poem	Intent: To become and retell key part Implementation: To and focused active Focus- Autumn stores and activity for the sensory stores and activity for the story (pictures and Makaton symbols and Makaton symbols activity for the story may be story may be story may be story for the story may be story for the story may be story for the story- specific for the story- s	familiar with a story s.  Uff tray provision ities  ry 'Leaf Man' y -LA or book  ncing/retelling the words).  for story actions	Weather Story - How the crayons saved the rainbow  Intent: To become familiar with a story and retell key parts.  Implementation: Tuff tray provision and focus activities Interactive story for HA/MA children. Sensory story for LA children.  Focused activities:  1. Predict what the story might be about- give choices and word bank 2. Describe an image from the story- adjectives and extended sentences (using 'because') 3. Think about the feelings of the characters (by looking at the pictures) 4. Ordering the key events to retell the story. 5. Speech bubbles linked to the colours e.g. 'I am red and I am the colour of an apple'			Christmas story Intent: To join in with an unknown text; role play and/or phrases.  Implementation: Christmas story box- 5 christmas stories to be wrapped in christmas wrapping paper and placed in the story box. Children to select a new text each day- focusing on reading the story and joining in with role play.	CLL Branch Map

Provision Tray ideas (fine motor, phonics, mark making/writing





words



Creating own





Stick puppets to retell/ act out story















CLL learning intentions Branch 4 learners:

Shared attention

Listens with interest to the noises adults makes when they read stories

## Branch 5 learners:

Uses singles words/signs/symbols for a range of purposes Follow what is being read by focusing on text, pictures or sounds

### Branch 6 learners:

Repeats words or phrases from familiar stories or rhymes Can match identical photos, pictures and symbols

### Branch 8 learners:

Focusing attention – still listen or do but can shift own attention Talks to explain what is happening and predict what might happen next

Talks in more complex sentences, using linking words 'and' 'because'

- In play situations
- In structured situations

Can describe a picture using adjectives

Can colour in simple pictures staying within the lines

### Branch 9 learners:

Initiates conversation, pays attention and takes account of what others say

Can answer simple questions about a story without props or pictures, to show understanding

- Familiar story
- Unfamiliar story

Uses language to imagine and recreate roles and experiences with a narrative in play situations

Mathemati cal developme nt

Measurement: Time

3 tuff tray activities (two linked to time and one number)

**Number: Subtraction** 

3 tuff tray activities that are engaging (two linked to number and one subtraction)

Focused activities that are differentiated to specific branch focus.

Geometry: Shape

3 tuff tray activities all linked to shape Focused activities that are differentiated to specific branch focus.

- positional language

MD Branch Map

including days of the week, weeks,

months and years

Focused activities that are finding one less construction of towers subtracting objects within 10 copying patterns/mirroring with shapes differentiated to specific branch subtracting objects within 20 focus. sorting shapes - ordinal numbers - subtracting using a numberline/column method - describing and comparing shapes sequence daily activities - setting the time to O'clock/half past - days of the week/months of the year. Mathemati provision tray ideas Mathemati Number/time: **Subtraction:** Shape, Space and Measure Branch 10 - Understands the concepts of 'add', 'take away' Branch 5 learners - Attempts, sometimes successfully, Branch 4 learners - Combine two cal to fit shapes into spaces and 'equals' up to 10 developme construction items nt Intentions <u>Branch 11 learners</u> - Subtract two-digit numbers to 20 Branch 7 learners - Copies simple patterns and Branch 5 learner - Beginning to makes arrangements with shapes, Selects a understand the concepts of 'now' Branch 12 learners - Represent and use particular named 2D shape and 'next' number bonds and related subtraction facts within 20 <u>Branch 8 learners</u> - Sustained interest in construction Branch 9 learners - Uses everyday activities and talks about shapes or arrangements language related to time (e.g. (short or tall), Can name a particular 2D shape (After 2 or more 'before', 'later', 'after', 'soon') choices/Spontaneously (no choices given) Branch 10 learners - Tell the time to the nearest hour. Shows an <u>Branch 10 learners</u> - Beginning to use mathematical understanding of ordinal numbers names for 'solid' 3D shapes (first, second, third) during everyday activities and during Branch 12 learners - Can identify the 2D structured activities shapes on the surfaces of 3D shapes <u>Branch 11 learners</u> - Recognise and use language relating to dates,

		I			1
	<u>Branch 12 learners</u> - Tell the time to				
	the time to the hour and half past				
	the hour and draw the hands on a				
	clock face to show these times.				
	Compare, describe and solve				
	practical problems for time				
PSED	Self Care & Independence		ļ.		
	<ul> <li>Using cutlery appropriately to f</li> <li>Dressing self (PE and swimming</li> <li>Washing hands</li> </ul>	PSED Branch Map			
	Relationships and others				
	Playing alongside each other of the control of				
	<ul> <li>listens to other people and pla</li> </ul>				
	Feelings, behaviours and morals				
	<ul> <li>Group 1 - recap and build on v</li> <li>Group 2 - recognising and labe</li> </ul>				
	Group 2 - recognising and labe				
PSED	Branch 3 learners:				
Intentions	Grasps finger foods and brings them				
	Engages with social games and song				
	Propoh E lograporo				
	Branch 5 learners: Scoops food using a spoon to feed se				
	Plays alongside others, sometimes sho				
	Branch 6 learners:				
	Holds two pieces of cutlery while eati				
	Plays cooperatively with a familiar ad				
	Branch 7 learners:				
	Eats from a bowl or plate with minima				
	Takes part in a turn taking game with				
	Can express their own feelings such a				
	Duesta ala O la aura aura				
	Branch 8 learners: Uses a knife and fork in combination				
	Keeps play going by responding to w				
	Has an understanding of the reasons				
	_			T	
Creative	Intent: To create a firework picture	Intent: To create Autumnal art	Intent: To create a picture linked	Intent: To create Christmas cards and	CD Branch Map
Developme	Implementation: construction, junk	Implementation: texture/print using	to the weather	Christmas crafts	Symbol Exchange
nt	modeling.	different materials	Implementation: colour mixing	Implementation: printing	
		Ale make	and paint skills		
	MY LITTLE CAMPFIRE				
			9 4 90 N		

								1				
Creative	Branch 7 learners		in different ways mixin	a laverina liaht an	d dark							
Developme nt Intentions	Experiments with changing colours in different ways- mixing, layering, light and dark											
TH HIICHHOLIS	Branch 8 learners											
	Intentionally mixes colours to create a new colour- paint or water, papers, light											
	Can create free-form shapes using lines- screen, paper, messy play											
	Branch 9 learners											
	Selects appropriate resources for the task- modelling, 2d, construction Chooses particular colours for a purpose- realism, design											
	Intent: Pupils will have a growing awareness of their environment. They will use their memory/signs/symbols to transition and find areas within their											
KUW		CD Branch Map										
developme	environment so that they can move around more independently.							CD Branch Map				
nt	Four seasons	Four seasons	Four seasons	Light.	Sundial and shadow	Rain in a jar experiment	Objects frozen in ice					
Science	exploration.	exploration	exploration	Torches, lamps	theatre.	cara)						
				etc. explore.  Make sun	10							
				catcher using			0					
				coloured, dark								
		To the 18	No.	and reflective								
				materials.		(S.LEW)						
		Solution of the second										
		Comment Ollen										
KUW	Branch 5 learners	<u>;</u>		Branch 7 learners		Branch 8 learners:		1				
developme	Collect and interact with natural objects			Comments on pictures/stories relating to		Shows interest in different occupations and ways of						
nt intentions				themselves		life						
	Branch 6 learners			Describes some of the things that make		- Roleplay						
	Can fravel short	distances to transit	tion between activities			- Photos/videos						
	Plays purposefully with small-world models			them unique		Comments on aspects of their familiar world such as						
	riays purposerully with small-world models			Can move around and find areas in familiar environment with minimal support		the place where they live or the natural world						
						Comments on light and she						
						<ul><li>- Proximity</li><li>- Comparison</li><li>- Concept of transparent/opaque</li><li>- Investigate with objects</li></ul>						
				Notices signs/symbols for significant places in their environment								
Physical	See separate p	lanning - Ball skills	S	•		•						
developme	Warm up - bea	_										
nt	Skill -											
	<ul> <li>Week 1 -</li> </ul>											
	Week 2 - Side footed pass											
		المامانين	Week 3 - Dribbling     Week 4 Dribbling and passing									
	<ul> <li>Week 3 -</li> </ul>		accina			<ul> <li>Week 4 - Dribbling and passing</li> <li>Week 5 - Shooting</li> </ul>						
	<ul><li>Week 3 -</li><li>Week 4 -</li></ul>	Dribbling and po	assing									
	<ul><li>Week 3 -</li><li>Week 4 -</li><li>Week 5 -</li></ul>	Dribbling and po Shooting	assing									
	<ul><li>Week 3 -</li><li>Week 4 -</li><li>Week 5 -</li><li>Week 6 -</li></ul>	Dribbling and po Shooting pass and shoot		ame								
	<ul><li>Week 3 -</li><li>Week 4 -</li><li>Week 5 -</li><li>Week 6 -</li></ul>	Dribbling and po Shooting pass and shoot	assing ed to take part in a go	ame								

# Medium Term Plan - Oak Trees

Food Technology

(creaming method)





