

## English

### Fiction

**Character Descriptions :** Fidgety Fish  
**Sequencing Stories:** The Enormous Crocodile  
**Traditional Tales:** Three Billy Goat Gruff.  
Little Red Riding Hood  
Jack and the Bean Stalk  
Christmas Story

### Recount:

### Non Fiction

**Instructions:** Rosie's Walk,  
How to Make Porridge and Gingerbread.  
Little Red Hen

### Diary:

### Phonics

Phonics activities based on Letters & Sounds phases 2

### Poetry

**Rhyming:** Pete the Cat - Rocking in his School Shoes.

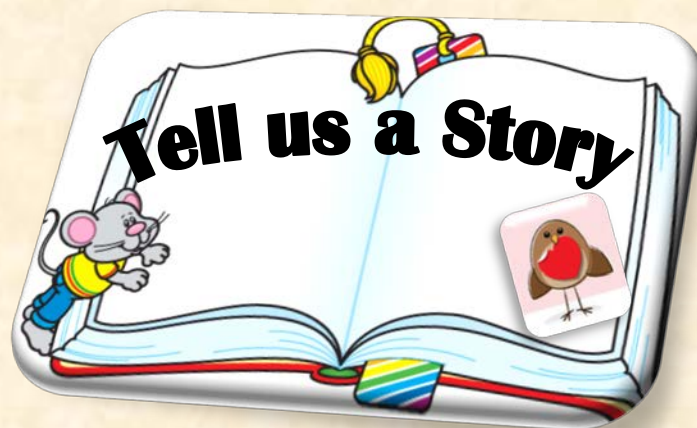
### Class Books:

George's Marvellous Medicine (Class Read)  
Jack and the Beanstalk, Goldilocks and the Three Bears, The Three Little Pigs, Hansel and Gretel, The Princess and the Pea.



## Art/DT (Including Cooking)

- Enormous Crocodile Cut Out.
- Make vegetable soup - linked to Harvest/Science
- Make a Gingerbread Man (invite parents in for coffee and biscuits).
- Investigate a range of drawing materials and techniques and learn how to mix and use colour in a painting.
- Self Portraits



## Science

- Plants (Harvest links)
- EYFS: Looks closely at similarities, differences, patterns and change in leaves and plants.
- KS1/2:
- Name and identify a variety of common wild and garden flowers and deciduous and evergreen trees
- Identify and describe the basic structure of common flowering plants including trees
- Identify and name a variety of common plants
- Describe and order the lifecycle of a plant.
- Identify what seeds need to germinate and grow
- Recognise what plants need to grow healthily.
- Discuss the jobs of parts of plants.



## Maths

### EYFS:

- Recites numbers in order to 10 and/or 20
- Counts objects to 10/20, and beginning to count beyond.
- Knows that numbers identify how many objects are in a set.
- Beginning to represent numbers using fingers, marks on paper or pictures.
- Compares two groups of objects, saying when they have the same number.
- Selects the correct numeral to represent 1 to 5, then 1 to 10 objects
- Estimate.
- Uses the language of 'more' and 'fewer' to compare two sets of objects.

### KS1/2

- Place Value - recognising tens and ones.
- Addition and Subtraction - using 2 digit numbers, understanding inverse, problem solving.
- Shape
- Length and Mass - comparing and ordering (m/cm, kg/g)
- Multiplication and Division 2,3, 5, 10 times tables, recognising patterns.



## History and Geography

- Guy Fawkes and The Gunpowder Plot
- Castles - Homes from around the British Isles
- Discover the castles around the British Isles! Find out about the most splendid castles and their locations around the UK.
- Making Maps and Plans
- Using Geographical Vocabulary.
- Recognise human and physical features. Identify these in the story of Little Red Riding Hood/Rosie's Walk.



## Music

- Contrasts :understanding loud/quiet high/low, smooth/ jumpy, fast/slow.
- Class Songs, Harvest Songs, Christmas Nativity Songs

## Computing

- Using Programmable Toys: to program a toy to move around a story map. Beginning to develop the thinking of algorithms for their routes.
- Paint Packages, Access to primary games arena, topmarks and crickweb.

## RE

- The Path That Runs by the Church.
- Visit The Church - identify key features.
- Understanding Harvest (linked to trip).
- Diwali (Hinduism), Yom Kippur (Judaism), Christmas (Christianity)



**Extra:** West Lodge Farm Park (Harvest, Traditional Tales)