

BROCKHOLES CE ( C ) J&I - OVERVIEW OF THEMATIC PLANNING

<p><b>Literacy / Numeracy Links</b>                  Writing captions under pictures of toys.                  Writing about my favourite toy.                  Dogger- posters about a lost toy. My own lost story.</p>	<p><b>History</b>                  Looking at materials toys are made of now and in the past.                  Finding out about grandmas teddy bear.                  Looking at how teddy bears have changed over time and what they are made of.                  Identifying and classifying old and new toys.</p>	<p><b>Geography</b>                  Toys from around the world.                  Making Chinese kites.                  Locating places on the map of where the toys come from.</p>
<p><b>PHSCE / RE</b>                  Who is in my family? Drawing pictures.                  Talking about feelings of loss- losing a toy.                  Listening, playing and working together.                  Establishing classroom rules.                  Class vision and behaviour policy.                  All about harvest festival.</p>	<p><b>Year 1</b>  <b>Autumn Term 2014</b></p> <p style="text-align: center;"><b>Theme :Toys</b></p>	<p><b>PE</b>                  Clockwork toys dance.                  Gymnastics making shapes. Holding tension.</p>
<p><b>DT / Art</b>                  Making a winder toy.                  Designing and making a felt puppet.                  Making a paper kite.                  Painting pictures of what I like to do in my spare time.                  Drawing old toys using pencils and charcoal.                  How to join things together in different ways.                  Making a slider mechanism on a card.</p>		<p><b>Music</b>                  Kodali Scheme songs and rhythms.                  Looking at pitch.                  Harvest song performance.</p>
	<p><b>Science</b>                  Sorting toys according to what they are made of.                  Identifying different types of material and their characteristics.                  Sorting materials according to your own criteria.                  Feely box matching of materials.                  Testing how far my paper aeroplane will fly.</p>	<p><b>Computing</b>                  Internet safety. How to keep your information private. Who to tell if you have concerns.                  Programming the bee-bots to follow paths.</p>