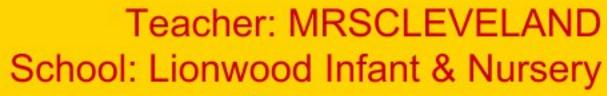
You can find stories wherever you look. Sit back and relax, all you need is a book.

Final Event: Organise our own fairytale banquet





LITERACY

Reading - word reading K51

e5 read words containing taught GPCs and -s, -es, -ing, -ed, -er and -est endings

Reading - comprehension K51

- e13 becoming very familiar with key stories, fairy stories and traditional tales, retelling them and considering their particular characteristics
- e17 understand both the books they can already read accurately and fluently and those they listen
- e21 making inferences on the basis of what is being said and done

Writing - transcription - Spelling K51

e34 using -ing, -ed, -er and -est where no change is needed in the spelling of root words [for example, helping, helped, helper, eating, quicker, quickest]

Writing - composition K51

- · e45 sequencing sentences to form short
- · e46 re-reading what they have written to check that it makes sense
- · e48 read aloud their writing clearly enough to be heard by their peers and the teacher.

Writing - vocabulary, grammar and punctuation

· e51 joining words and joining clauses using and · e53 using a capital letter for names of people, places, the days of the week, and the personal

COMMUNICATION AND LANGUAGE

- · sl1 listen and respond appropriately to adults and
- sl5 give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings
- sl8 speak audibly and fluently with an increasing command of Standard English
- · sl10 gain, maintain and monitor the interest of the
- sl11 consider and evaluate different viewpoints, attending to and building on the contributions of

MATHEMATICS AND COMPUTING

Number - number and place value KS1

m4 identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than,

Number - addition and subtraction K51

less than (fewer), most, least

- m6 read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs
- m9 solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? - 9.

Measurement KS1

 m14 lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]

m17 time [for example, quicker, slower, earlier,

- later]
- m19 lengths and heights m20 mass/weight
- m21 capacity and volume
- m22 time (hours, minutes, seconds)
- m24 sequence events in chronological order using
- language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]

· m26 tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

Geometry - position and direction KS1

 m30 describe position, direction and movement, including whole, half, quarter and three-quarter

- · col I know that an algorithm is an instruction in a computer program
- · co3 I know that programmable toys can only understand the program language and can only do what the programs tells them to do
- co6 I can predict what will happen by 'reading' a
- · co10 I can talk about how information technology is used at home, in shops and in other places (mobile phones, internet etc)
- · coll I know how to use equipment safely and respectfully
- · co13 I know what to do if I am worried about anything when I am using the internet

Compare fairy tale stories Story mapping Sequencing stories Use story boards Orally retell stories we've heard Hot seating characters Character descriptions Describing settings Use beginning, middle and end to write our own versions of a fairy tale story Become familiar with traditional story language make invitations.

Drama- in character roles

Listen to audio stories

Act out stories - Small World Role Play- Castle, Forest, Cottage

Listen to and share opinions

Time/watches sequence events in chronological order

Measuring height related to story characters and

settings Weight- three bears dinner-make porridge

Gingerbread cookies

Measuring Cinderella's shoe

Direction-pathways around the class room

Guiding a Bee bot around story land

Turn Bee bots in characters Continue E-safety

Write algorithms

Role Play

Measures

Retelling stories

Character voices

Labelling

Cooking- imperative

verbs

Use philosophy to identify the common themes in fairy Compare the roles of men and woman/ Royalty Food Hygiene

Continue to respect others during discussions R'Time sessions LRRH- Stranger Danger

You can find

stories wherever you look. Sit back and relax, all you need is a book.

Wow Starter: Create a fairytale crime scene

Compare story characters to real life Royal Family Look at differences and similarities between the past and the present

Use photographs and paintings/ National Gallery What is the role of a Queen/King? What is a King/Queen? What job do they do? Learn about healthy eating- identify the foods from

Create our immersive role plays Design and make character puppets Learn to draw people Become illustrators Paint/Draw Portraits- why were portraits painted in the past? are they accurate? What do they represent? Create music to match story mood

Gymnastics- story pathways Games Fairy tale themed dance FMS/ GMS activities Sewing

about

Reading

OUTDOOR LEARNING

Reflecting inside. Portraits on Easel Role play cooking

PSED & RELIGIOUS EDUCATION

PSED Preparing to play an active role as citizens

- pa5 Continue to develop empathy for others. pa6 Recognise what is right and wrong.
- · pa7 Agree and follow rules for their group and classroom.
- PSED Developing confidence and responsibility and making the most of their abilities KS1 pc20 Recognise what they like and dislike, what is

fair and unfair, and what is right and wrong.

PSED Developing a healthy, safer lifestyle KS1 ph5 Begin to maintain personal hygiene.

 ph6 Begin to understand that certain actions spread disease.

PSED Developing good relationships and respecting the differences between people K51 · pr16 Develop a caring attitude towards family, friends and each other.

UNDERSTANDING THE WORLD

Seasonal changes KS1

· sc18 observe changes across the four seasons

Living things and their habitats KS1

sc22 identify and name a variety of plants and animals in their habitats, including micro-habitats

Plants KS1

- · sc24 observe and describe how seeds and bulbs grow into mature plants
- sc25 find out and describe how plants need water, light and a suitable temperature to grow and stay

Animals, including humans KS1 · sc28 describe the importance for humans of

exercise, eating the right amounts of different types of food, and hygiene.

Core Skills across the Key Stage K51

- hi2 I can place objects, people and events into chronological order
- · hi5 I can ask and answer questions about the past · hi7 I can use sources of information to find out
- about the past

EXPRESSIVE ARTS AND DESIGN

- · ad1 I can use different materials to design and make things
- ad2 I can use drawing to share my ideas.

Design K51

· dt1 I can explain what my design will be like and what it will do, how I am going to create my design and list the materials I will need · dt2 I can explain how my design will meet the

needs of the users

Make K51

- · dt7 I can join materials in a variety of ways dt8 I can use simple finishing techniques to improve my product
- · dt9 I can select the appropriate materials and tools for my design

- · dt11 I can create things from textiles
- · dt12 I can create or follow simple recipes · dt13 I can explain why I have chosen particular materials, components or ingredients

Evaluate KS1

· dt17 I can talk about what worked well with my product and how it could be improved

· mu1 I can sing songs using my voice to show the meaning of the words and tune

· mu3 I can use my voice in different ways mu9 I can explore sounds by changing and combining them to create the effect I want

PHYSICAL EDUCATION

• pe1.2 I can send and receive a ball or other equipment in different ways (hitting, kicking, throwing, striking)

- pe1.3 I can control my movements in gymnastics and show how I can balance, roll, travel or climb
- pe2 I can play simple team games showing awareness of my team-mates and opponents and understanding the importance of the rules
- · pe2.1 I can think of simple tactics to help attack or defend in a team game pe3 I can respond to music with controlled
- movements, creating and repeating simple dance sequences to express and communicate ideas and feelings

