

Cleobury Mortimer Primary School: Ducklings

Enjoying and Achieving Together

Links to our Curriculum Drivers

Confident Individuals: show resilience and perseverance in the face of challenge.

Social Responsibility: Talk about space, talk and ask questions of visitors.

People and culture: Develop an understanding of why we celebrate Easter

Vocabulary

Space, planet, Earth, Jupiter, Saturn, Venus, Mars, Uranus, Mercury, Neptune, astronaut, alien, crater, moon, day, night, Easter, egg, chick, rabbits, new life, parade, farm animals, food, farm machinery

British Value

Enrichment

Mystery Readers
Walk around Cleobury town and visit the Church
Easter Bonnet Parade to Sheltered houses.
Easter craft workshop
Walk to local supermarket
Baby lamb visit



Curriculum

Subject Intent

As Writers we will Learn to recognise and write our daily phonic sounds. We will learn how to write our sounds in words. We will begin to recognise and write our names.

As Readers we will read and appreciateThe Runaway Pancake, Whatever Next and The Easter Story. We will continue to learn a variety of Nursery Rhymes including Twinkle, Twinkle and 5 little Men in a Flying Saucer. We will look at information books about Space.

As Mathematicians we will have..... A deeper understanding of numbers to 5. We will be able to recognise the numbers to 5 without counting and begin to subitise numbers to 5.

To develop our Knowledge of the World we will.... Learn about Space and farm animals Understand why we celebrate religious festivals like Easter. During our Forest Friday sessions, we will look at the changes in weather and seasons.

To develop our Expressive Art we will We will explore colour mixing and painting techniques. We will listen to The Planets by Gustav Holst and say if we like it or not and why. We will look at a variety of media for inspiration express our own space art work.

In PE we will focus on.... we will be exploring different movements using different parts of the body through dance.

Spring 2 – The Great Outdoors