

# Curriculum Planning Map



## Art - Large-scale painting (1)

Make movement canvasses outdoors by stomping feet in trays of paint then march across them.

## D&T - Making percussion instruments (1)

Make a simple balloon drum  
Make a simple guitar with shoe box and elastic bands

## Computing

### Audio recording

Use audio software to record voices during singing activities.  
Use software tools to alter volume, tempo and pitch

### Coding

Work through the espresso coding for Years 1 & 2 in accordance with where each learner is within their assessments

## Maths - Songs to recall number facts

### From the long term plan

**Number:** number recognition, writing numbers, matching numbers to quantities, addition, subtraction, numicon

**Shape, Space & Measure:** Science link (more/less liquid; big/small containers)

**Using & Applying:** The Grand Old Duke of York key vocab used linked to practical application eg. "up; down; half way up; 10 000; many; lots"

### Enhancement ideas:

Use sequential vocab such as **first, next, last, finally** and ordinal numerals eg. 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> etc to order instructions.

Join in with songs and chants to help remember patterns and properties of numbers

## Music - Percussion; listening; improvising; using voices (1)

Listen to 2 contrasting pieces of music (fast/slow)  
Clap, tap or move to the natural pulse of the music, keeping the beat or play along on percussion instruments.  
Count a steady 1,2,3,4 beat throughout!  
Start a kitchen beat band.  
Use voices to make different sounds eg. Humming, yodelling and chanting, change volume, lengthening and shortening notes.  
Learn a 2/4 part round song.

## PSHE - Likes & Dislikes

Look at different staff and students we like and choose who we want to work with during Theme lessons. Choose a friend from the other KS1 class to work with. Choose a preferred activity from a choice of 4 across Themed lessons in DT and Music. Use like/dislike and SCERTs type boards to choose friend/adult- instrument- how you want to play it eg. Fast, slow, quiet, loud to show your likes/dislikes. Use words/sentences/symbols/objects to demonstrate likes and dislikes of different sounds and instruments during sessions.

## PE - Dance

Perform dances using simple movement patterns.  
Master basic movements including twisting, stretching, working at different levels, balances, agility and coordination.  
Begin to recognise a beat pattern and understand rhythm through marching to the beat working together to keep in time.  
Choose different floor pathways to travel: side by side; in a line; moving forwards and backwards, in a circle etc.  
Play a game of high and low stretching up high for high notes and down for low notes whilst listening to different instruments  
Create your own body orchestra using physical actions to make different sounds.  
Create and learn a piece of choreography to perform

## Science - Sound: working scientifically (3)

Work with different sized containers with different amounts of liquids in them. Think about the different sounds they make.  
Plot a range of different sounds heard indoors and out on a sound map, indicating the locations of each sound.  
Play a guess the sound quiz.

## Literacy - Instructions

### From the long term plan

Watch an adult demonstrate how to make a simple balloon drum.  
Order instructions, read instructions, say instructions.  
Follow instructions to make a range of musical instruments  
Read the 'what you will need' section  
Explain to an adult what you need to do  
Print a picture of final product/work in progress and add key vocab to describe it.

Learn and perform 'The Grand old duke of York'- practise saying, singing and repeating the lyrics.  
Practise role play as soldiers and dressing up in clothing.  
Practise keeping the beat and marching and then singing along with the lyrics.

### Additional Learning:

Phonics phases 1-3; Name writing; Speaking and Listening; Role Play; Attention Autism

## Geography (1)

No Geography element

## Educational visits

### /Enrichments

Sports Day (EIS)

### RE-Judaism; Purim Festival

Explore Judaism festival of Purim  
Make Graggers (shakers used when story of Esther being read)  
Dress up as characters in the story  
Meaning of Purim  
And role play it.  
Why is festival important to Jews?  
Have a Purim Party

## Key

(Use Format Painter to change words to suit key)

Art (Light Orange)  
Design Technology (Green)  
Geography (Brown)  
History (Purple)  
ICT (Red)  
Literacy (Yellow)  
Mathematics (Blue)  
Modern Languages (Grey)  
Music (Pink)  
PE (Light Blue)  
PSHE (Black)  
Science (Orange)  
RE (Light Purple)  
Visits (Lime)