

EYFS and Key Stage One
Autumn Term 2014

Literacy

Different stories on the theme of water and sailing (ie) Little Boat, Where the Forest Meets the Sea, Robinson Crusoe etc
Information and descriptive writing.
Labels lists and captions.
Poetry.
Instructions and recounts.
Handwriting
Daily phonic sessions.
Drama—create a short play about being shipwrecked to a desert island.



Computing

Using the internet to research facts about ships and boats.
Use WORD to improve word-processing skills:
Use a drawing programme to create a CAD of their raft.
Understand algorithms—creating and debugging simple programs.

Sail Away

on an adventure

Numeracy

R- Recite numbers to 20. Count up to 10 or more objects. Order numbers. Describe and name shapes. Repeating patterns. Say the next number. Introduce addition and subtraction. Counting back. Compare lengths and heights. Understand more/less. Days of the week.
Y1/2 Problem solving. Ordering numbers. Estimating. Addition and subtraction. Partitioning. Number bonds. Money. Time, reading digital and analogue. Measure length. Symmetry and angles. Odd and even numbers. Doubles. Shape. Graphs (statistics). Multiples. Shape.

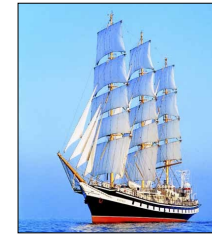
History

Look at famous historical adventures undertaken by boat, (ie) H.M.S Victory, Titanic, Mayflower etc



Physical Education

Games skills.
Outdoor adventurous activities. (Y1 & 2)
Swimming
Dance



French

Basic French vocabulary. songs and some short conversation phrases.

Religious Education

Who was Jesus and what stories did he tell?
Harvest.
Christmas
Haj and Id—Ul—Adhu (Muslim Pilgrimage)

Adventure Survival Skills

Basic First Aid.
Shelter building.
Fire making.
Cooking on a fire.
Assessing risk.



Music

Listening, singing and composition.
Action rhymes. Sea shanties.
Using percussion instruments to create musical accompaniment to stories and poems.

Science (Mrs Simpson)
Materials
Floating and Sinking

Design Technology

Look at ship design and see how their different features aid floating and their different purposes.
Design and make boats using Lego—experimenting to find the best design.
Design and make a raft for a raft race that will be powered by blowing.
Design and make a bridge to cross from an island to the mainland.



Geography

To know England is a collection of large and small islands.
To compare and contrast living on a small island to living on the mainland.
To be able to identify the oceans of the world.



Art

To recreate seascapes using different painting techniques.
Look at ships and seas within artists paintings