

English



- Label our junk model of our school
- Label toys
- Label photo map of the school
- Writing sentences about myself
- Writing sentences about the learning journey animals I am like
- Writing instructions

Computing

- Programme Beebot to move around a plan of the school



Numeracy



- Positional language
- Directional language
- Place value – Counting forwards and backwards to 10 and 20. Sorting and counting objects. Comparing numbers. Using a number line. Adding and taking away.

PSHCE

- Rules and expectations of the classroom
- Learning Journey characters
- New Beginnings



Where am I?

Marvin the monkey and Bobby the bear want to learn new things about our school.

Art / DT

- 3D junk model of the school
- Detail junk model of the classroom
- Who am I? Self portrait
- Collage and discussion around learning journey animals



Geography/History



- Tour of the school
- Make a photo map of the school
- Places bingo



Who I am and how I belong.

Fantastic finish – A teddy bear's picnic.

Science

Senses – what can we hear, smell, see and feel around school?

Physical Education

- Teach Marvin and Bobby some traditional playground games.
- Gymnastics and ball skills with feet.

