

Medium Term Planning		Learning Journey Map		Term: Autumn1	Weeks: 7
Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture					
Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Problem solving and thinking skills Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise Working collaboratively; Taking ownership of learning; Fostering and applying thinking skills Independent learners	Creative Arts Dance, Drama, Music, Art- developing the creative brain; Inspiration, enjoyment and fulfilment; Opportunity to enhance and develop skills/talent Performance, dedication and perseverance	Nurturing Responsible Citizens Thinking classroom/P4C; Emotional Intelligence Love for learning collaboratively; Care for the environment; Share talents in community; Make decisions; Links with community and local environment		
<ul style="list-style-type: none"> - Children to bring in their own toy - Old toys - carousel - Interview Toy story characters about living as a toy - Making their own toy -Presentation of their handmade toy to another year group/class. 	<ul style="list-style-type: none"> - Introduction to Thinking Skills Classroom - Using clues to find the lost teddies - Solving conflicts and problems - How to take ownership of my own learning/Model independence - Learning lines introductions - No it's not, it's a ... Game 	Art opportunities Draw/paint your favourite toy Design and decorate toy Role play Toy shop Acting out various stories	<ul style="list-style-type: none"> -Transition into Year 1 -Playing safely in the playground -How to make and keep friends -Sharing and turn taking -Stranger danger 		

YEAR 1

Title: Toys

Big Bang
 Toy story characters
 Teddy bear adventure in wildlife garden

School Trip/Special Events
 Making your own toy (outside company into school)
 Interview characters from toy story

Celebration
 Teddy Bear picnic in the playground
 Bring in your favourite toy for a movie afternoon

Computing
 To keep personal information private.
 To begin to use technology respectfully and responsibly
 To understand what algorithms are and that devices respond to command
 To begin to understand how a computer processes and commands and that programs execute by following precise and ambiguous instructions.
 To understand that a simple sequence of commands can be programmed to send an object on a route.
 To begin to understand that computer representations allow the user to make choices,

Key Curriculum Areas:
 History
 Design and Technology

History Changes within living memory
 -Tell the difference between past and present
 -Place events and artefacts in order on a time line.
 -Recount changes that have occurred in their own lives.
 -Use words and phrases such as: *a long time ago, when my parents/carers were children* to describe the passing of time.

Design and Technology: Mechanisms
 -To design and make a product for a particular user/purpose.
 -To develop practical skills and techniques
 -To evaluate existing products, own ideas and own products.

English
 -'Toy story' – character description
 -' Where's my Teddy?' by Jez Alborough
 - Letter writing
 - A selection of poems about toys
 Daily Guided Reading/Phonics
 - Leaving spaces between words.
 - Joining words and clauses using 'and'.
 - Beginning to punctuate sentences using a capital letter and a full stop.
 - Using a capital letter for names of people, places, the days of the week and the personal pronoun 'I'.
 - Saying out loud what they are going to write about.
 -Composing a sentence orally before writing it.
 -Asking relevant questions to extend their understanding and knowledge.
Cross Curricular Links
 Poetry about toys.
 Letters to the staff from the toy workshop

PE
Gymnastics: Unit 1 Travelling
 -To master basic movements as well as developing balance, agility and co-ordination. and begin to apply these in a range of activities.
 -To know how to lift, carry and place the apparatus correctly.

Maths
 -Read and write numbers from 1 to 20 in numerals and words.
 -Count to and across 100, forwards and backwards beginning at 0 or 1, or from any given number.
 -Given a number, identify one more and one less.
 - Identify and discuss 2D shapes.
 - Read, write and interpret maths statements involving +, -, and =.
 - Add and subtract one-digit and two-digit numbers to 20, including 0.
Cross Curricular Links
 Counting materials for making levers/sliders.
 Shapes of different toys.
 Toy shop

Music
 Songs about toys and games. Songs from Toy Story Vocal. Body percussion, instrumental and movement activities based on toys and games. Improvise and compose music based on toys and games.