English: Christophe's Story

Working towards accreditation in Functional Skills and / or OCR Cambridge progression.

Sensory story of Christophe's Story using Clicker 6 programme

Sentence building using colour through language techniques. Phonics

S&L activities through puppetry and drama activities Sensory experience relevant to the text (e.g. setting scenes (stormy nights) / Wartime experiences (listening to sounds of planes / bombs etc) Forest / woodland Tac Pac.

Community Visits: Library / museums Cooking: reading recipes, writing up analysis and evaluations.

<u>Maths: DIY – designing a bedroom / games room / treehouse</u>

Working towards accreditation in Functional Skills and / OCR Life & Living Skills.

Money handling: looking at costs of furniture, tools, paint, stickers, electricals etc., exchanging coins and notes for objects, going to local shops / cafes / DIY stores/ museums etc. to practise money handling skills.

Number: sensory stories / songs around numbers / adding on and taking away

Geometry & Measure: exploring rooms / furniture / tools / electricals and their shapes, making patterns, investigating size, measuring out spaces, exploring with paint / pattern, exploring and measuring textiles / materials. (Cookery = measuring).

<u>RE:</u>

Investigate Celebrations:

- St Georges
- Beltane (Celtic)
- Father's Day
- Ramadam

Experience tasting food, smells, listening to music, exploring artefacts, exploratory play, making artwork etc. relevant to each celebration!

The Arts (Art/Music/Ceramics:

Exploring war time music and musical instruments, making music using I-pad apps.
Creating sculptures for the garden area / recycling usable materials

Making model rooms, model furniture etc.

Making African masks.

Individual Prog.

C & I group OT, Physio, SALT Shared goals Hydro Music therapy, Active Ed. MOVE.

KS5 Form 2 Term 5 & 6 Africa

Tracking Progress Parents Eve Review IEPs Daily, session & individual observations/ Evaluations Moderation/Pupil progress file PMLD Assessment framework Shared Goals.

Computing: Making a Presentation/Brochure/Story Book

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Typing skills – identifying and matching letters and / or words / and / or pictures (focusing on finger isolation and targeting screen areas)

Using the programme clicker 6

Taking pictures / recording videos using cameras / I-pads / flip cameras
Finding pictures on the internet
Drawing pictures using paint programme

Making / recording sounds and

inputting into files. Creating a power

point presentation/brochure.

<u>Life and Living Skills:</u> <u>Healthy Living/Dealing with problems.</u>

Working towards accreditation in OCR Life and Living skills.
Experience a variety of physical activities – walking and exercise.
Stretch and move programmes etc.
Discussing emotions and feelings, identifying favoured / non favoured activities / preferences
Discussions and sensory activities based around key themes: Bullying, Fears, life experiences and Healthy Living.

PSHE/Humanities: Working towards

accreditation in OCR accreditation.
Locality: exploring local environments, using public transport, developing road safety awareness, visiting DIY stores, shops, museums etc. Using maps to navigate. Leisure activities: exploring and experiencing a variety of activities showing interests / likes and dislikes.

Global Issues

Environmental, natural disasters worldwide, civil

Science – Plants/Animal Environments - Adaptation

Pupils to use knowledge about living things to describe the basic conditions that plants and animals need to survive eg. Food, water, air & light. Recognize that living things grow & reproduce. Comparisons with natural things in Africa. To be able to describe the types of plants and animals they expect to find in a habitat. To know that a habitat has particular features.

DT Resistant Materials:

Mechanisms-making a clock-class project.

How mechanisms can be used in different ways (eg. Wheels and axels that allow movement.

Learn how mechanisms can be used to make things move in different ways.

To identify criteria for their design, to select tools and materials and use correct vocabulary to name and describe them. Assemble, join and combine materials to make a winding mechanism.