Play to Learn Curriculum Overview Class: 3LD Term: Summer 2 Year: 2019

Literacy

Reading

- Respond to simple instructions.
- Look at books independently.
- Begin to understand ‘how’ and ‘why’ questions.
- Hear and say the initial sound in words.
- Use phonic knowledge to decode regular words and read them aloud accurately.
- Read accurately by blending sounds in unfamiliar words.
- Read common exception words.

Writing

- Use some clearly identifiable letters to communicate meaning.
- Begin to form recognisable letters.
- Attempt to write short sentences in meaningful contexts.
- Write sentences which can be read by themselves and others.
- Write sentences by composing a sentence orally before writing it.
- Re-reading what they have written to check that it makes sense.

Understanding the World

Ways of travel

Modes of transport

Vehicles

Expressive Arts and Design

Music – Weekly singing sessions and use of charanga music scheme. We Speak Music sessions. Sign and sing weekly sessions.
ICT – To talk about different ways in which information can be shown.
To sort different kinds of information and present it to others.
Art and design – Model vehicles.
Food Technology - Using and practicing a knife, fork and spoon with different dishes.

Physical Development

- Weekly swimming sessions
- Weekly Mile
- Team activities
- Parachute Activities

Characteristics of Effective Learning

Playing and Exploring – engagement

- Finding out and exploring
- Playing with what they know
- Being willing to ‘have a go’

Skills developed through Plan, Do, Review.

Mathematics

- Anticipate specific time-based events such as mealtimes or home time.
- Order and sequence familiar events.
- Measure short periods of time in simple ways.
- Use everyday language related to time and distance.
- Sequence events in chronological order using language, for example, before, after, next, first, yesterday, tomorrow, morning, afternoon, evening.
- Recognise and use language relating to dates, including days of the week, weeks, months and years.
- Tell the time to the hour and half past the hour and draw hands on a clock face to show these times.

Understanding the World

Floating and sinking
Shadows
Light
Continents
Oceans
Noah’s Ark

Expressive Arts and Design

Music – Weekly singing sessions and use of Charanga music scheme, We Speak Music sessions, Sign and Sing sessions.
ICT – To use the keyboard or a word bank on a device to enter text. To save information in a special place and retrieve it again.
Art and design – Making sea creatures, pirate hats/eye patches, pirate ships.
Food Technology - Recognising the difference between ‘clean’ and ‘used’ equipment, why we clean.