

## Y6 to Y8 Semi -Formal Curriculum: Annual Plan (Cycle 2)

	My Communication	My Problem Solving	My World	My Imagination	Using Technology	My Health	Myself & Others	My Independence	
1	Topic: Do you Want to Be Friends?		My World       My Imagination       Using Technology       My Health       Myself & Others       My Independence         Key Texts: Lost and Found – Oliver Jeffers       I'm Sorry – Barry Timms       I'm Sorry – Barry Timms       I'm Sorry – Anthony Browne         Troll stinks – Jeanne Willis       We are together – Britta Teckentrup       Together We Can – Carol Hart       I'm Sorry – Barry Timma         On Sudden Hill – Linda Sarah       Habu and the lost Zebra – Beth Soloman,       I'm Sorry – Barry Timma       I'm Sorry – Barry Timma						
	Communication: To communicate with purpose to a wide range of people and begins to respond appropriately. Reading: To begin to recognise and derive meaning from a range of print, signs and symbols, processing key ideas from these with support. Writing: To begin to use letters, words and symbols to convey meaning.	Operations: To understand counting, early addition, and subtraction beyond 10 and the associated language at a concrete level. Begin moving concrete into diagrams and pictorial representations of calculations. Begin to look at Calculation Policy. Functional Maths: To understand maths in everyday life and build on solving problems in practical situations. Shape, space and measure: To actively engage with shapes in the everyday environment, the concept of measures, positions and time. Make direct links between language and object.	History Story of my life- time line of photos- baby until now. Friendship and relationship changes over time Relate changes to self and others Links to likes and dislikes of self and others	Designing and creating a usable photo frame Role play the specific language that friends might say to each other Role play linking to making/being friends. Focus on sharing and communication to create a group art project.	Looking at people we can and cannot trust in everyday life Stranger danger- people we do not talk to Using kind words to our friends online and in person Safe adults How to ask for help and who to ask	Team games focus on: working together, sharing, taking turns, helping each other Looking at similarities and differences in movement Explore differences between halal and not halal food	Voting on choices within the classroom Exploring different faiths, cultures through festivals, food,	Structured play time to work on cooperative play Beginning to take part in organised interactive play Board games- focus on taking turns, following rules Explain rules to friends	
2	Topic: Welcome to the CaféCommunication: To communicate with purpose to a wide range of people and begins to respond appropriately.Reading: To begin to recognise and derive meaning from a range of print, signs and symbols, processing key ideas from these with support.Writing: To begin to use letters, words and symbols to convey meaning.	Operations: To understand counting, early addition, and subtraction beyond 10 and the associated language at a concrete level. Begin moving concrete into diagrams and pictorial representations of calculations. Begin to look at Calculation Policy. Functional Maths: To understand maths in everyday life and build on solving problems in practical situations. Using money in a café/role play setting Shape, space and measure:	Key Texts: The Tiger Who Came to         Geography         Visiting local cafes         Using simple maps, plans and         identifying basic symbols         Science         Discussing similarities and         differences between school and         other places.	Tea, Trouble at the Dinosau Tea, Trouble at the Dinosau -imaginative role play -adapt and recount imaginative play narratives and stories with peers Music -participate in a range on well-known rhymes and songs (Specific ones?)	r Café, tea time for pirates, · Obtain their desired outcome through sequencing a number of 'buttons' e.g. microwave setting -use technology to access learning · Identify people who are trusted/safe and who they can share their personal information.	<ul> <li>I'm not ever eating a tomat</li> <li>Physical:         <ul> <li>Copy and imitate a series of movements and actions</li> </ul> </li> <li>Play Simon Says / mirror games / follow the leader</li> <li>Food:         <ul> <li>Simple skills-mixing, spreading, cutting, grating</li> <li>Create an end product</li> </ul> </li> <li>Mental health:         <ul> <li>Recognising things to help emotional wellbeing</li> <li>Zones of regulation</li> </ul> </li> </ul>	<ul> <li>Use Zones of Regulation to explore simple emotions &amp; needs; begin to manage own emotional responses with support.</li> <li>Know about simple similarities &amp; differences between themselves &amp; others, among families, communities &amp; traditions.</li> <li>-understand and use money in simple terms</li> </ul>	<ul> <li>- Moves away from a familiar adult in a new environment.</li> <li>- Take part in new activitie more regularly.</li> <li>- Recognise obvious dangers in unfamiliar settings – eg. In the community, stranger danger, road safety</li> </ul>	

3	Topic: Superheroes Communication: To communicate with purpose to a wide range of people and begins to respond appropriately. Reading: To begin to recognise and derive meaning from a range of print, signs and symbols, processing key ideas from these with support. Writing: To begin to use letters, words and symbols to convey meaning.	To actively engage with shapes in the everyday environment, the concept of measures, positions and time. Make direct links between language and object. Operations: To understand counting, early addition, and subtraction beyond 10 and the associated language at a concrete level. Begin moving concrete into diagrams and pictorial representations of calculations. Begin to look at Calculation Policy. Functional Maths: To understand maths in everyday life and build on solving problems in practical situations. Shape, space and measure: To actively engage with shapes in the everyday environment, the concept of measures, positions and time. Make direct links between language and object.	Key Texts: Supertato, Traction Man         Science         Gather and record simple data         Eg- who likes pizza, who can jump         the furthest         Categorise and sort in scientific ways         – e.g. sort superheroes by         strength/power/good vs evil         -Use and develop a wider range of         concepts, e.g. Slow, faster, fastest/         big, medium and small. Use this to         sort a wider range of objects and         apply them to the world around         them         History         History of comic characters.         Sequencing stories	is Here, Juniper Jupiter, Su Art / Design technology Create comic strips. Design a comic front cover/hero	perworm, Tough Guys Have Create a digital comic Use face tune apps	Feelings Too, Five Minute N Physical: Superhero themed PE games – forwards, backwards, stop and start games. Food: -try new food textures and tastes - Foods that make you strong/healthy Mental health: -Recognising things to help emotional wellbeing (Can you show some progression from last half term? How will this be different?)	<ul> <li>Marvel Stories, Ellliot midnig</li> <li>Use Zones of Regulation to explore simple emotions &amp; needs; begin to manage own emotional responses with support.</li> <li>-begin to notice that other people are different from themselves</li> </ul>	ht superhero - Moves away from a familiar adult in a new environment. - Takes part in new activities more regularly.
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4	Topic: Watch us Grow	· · · · · · · · · · · · · · · · · · ·	Key Texts: Jaspers Beanstalk, Jim a	nd the Beanstalk, Tree, I rea	ally wonder what plant I'm g	growing (Charlie and Lola), t	he last wolf	
	Communication: To communicate with purpose to a wide range of people and begins to respond appropriately. Reading: To begin to recognise and derive meaning from a range of print, signs and symbols, processing key ideas from these with support. Writing: To begin to use letters, words and symbols to convey meaning.	Operations: To understand counting, early addition, and subtraction beyond 10 and the associated language at a concrete level. Begin moving concrete into diagrams and pictorial representations of calculations. Begin to look at Calculation Policy. Functional Maths: To understand maths in everyday life and build on solving problems in practical situations. Shape, space and measure: To actively engage with shapes in the everyday environment, the concept of measures, positions and time. Make direct links between language and object.	Science -ask and answer scientific questions - grow plants -begin to ask simple questions and notice changes in the environment -observe changes over a period of time Geography What grows in different environments	Design and technology Manipulates materials to achieve a planned effect eg. Models Clay- moulds Leaf printing/impressions into clay Art Create pipe cleaner plants Leaf prints Create pictures using natural materials	<ul> <li>Follow simple rules about safe use of technology, including time limits</li> <li>Photos per day to observe changes over time.</li> <li>General independence with technology.</li> </ul>	<ul> <li>Physical: Runner bean game</li> <li>Food: <ul> <li>prepare for an activity as a regular routine eg. Getting ready for breakfast</li> </ul> </li> <li>Mental health: <ul> <li>Recognising things to help emotional wellbeing (Can you show some progression from last 2 half terms? How will this be different?)</li> <li>Observe an effect of an activity on their body and begin to comment</li> </ul> </li> </ul>	<ul> <li>Use Zones of Regulation to explore simple emotions &amp; needs; begin to manage own emotional responses with support.</li> <li>Demonstrate simple social skills e.g. take turns, share – with support if needed.</li> <li>Develop positive relationships with a wider range of familiar adults &amp; peers</li> </ul>	<ul> <li>-understand how to keep themselves safe in familiar situations</li> <li>Begins to identify when they need help.</li> <li>Begins to demonstrate increased confidence in working independently.</li> </ul>
5	<b>Topic:</b> Who Lives in the Sea? Communication: To communicate with purpose to a wide range of people and begins to respond appropriately.	Operations: To understand counting, early addition, and subtraction beyond 10 and the associated language at a concrete level. Begin moving	Key Texts: The coral kingdom, the Geography: Animals live in different environments suited to their needs. Habitats and biomes.	storm whale, twinkle twink Art: Raindrop art Oil/paint art Under the sea art bottles	le squiglet pig, tiddler · Follow simple rules about safe use of technology, including time limits · Develop the skill to 'click and drag' options on a	Physical: -climb confidently and pull themselves up on play equipment	Identity things that they like and dislike -Identify things they are good at or things they need support with in a wider	Plays co-operatively in low demand situations. Begins to identify when they need help.

	Reading: To begin to recognise and derive meaning from a range of print, signs and symbols, processing key ideas from these with support. Writing: To begin to use letters, words and symbols to convey meaning.	concrete into diagrams and pictorial representations of calculations. Begin to look at Calculation Policy. Functional Maths: To understand maths in everyday life and build on solving problems in practical situations. Shape, space and measure: To actively engage with shapes in the everyday environment, the concept of measures, positions and time. Make direct links between language and object.	History Explore personal life changes, family changes and changes in areas of interest Use objects and artefacts and decide how you can tell it is from the past and what it might tell us	Music Learning songs linked to water.	screen, e.g. select the odd one out or build a simple phrase. • Interact and navigate with simple online applications e.g. selecting options, sorting or pressing a target. Creating water based music using specific apps. Create an underwater scene using a paint app.	Food: -wash and dry their hands -try new food textures and tastes Mental health: -beginning to recognise danger -seek support from familiar adults for help	context <ul> <li>Identify &amp; choose <ul> <li>activities that they</li> <li>enjoy.</li> </ul> </li> <li>Sensory exploration using <ul> <li>water</li> </ul> </li> </ul>	Begins to demonstrate increased confidence in working independently.
6	Topic: Who Lives in the Sea?	I	Key Texts:	I	I	I		
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