

	Learning objective	Main teaching	Activity	Resources	Vocabulary
<b>Monday</b> Art	<b>To explore and create patterns</b>	Introduce vocabulary: Pattern = a repeated design Texture = the way the surface of something feels  Look around us – what patterns and textures can we see? Look at how we can make rubbings of different textures using crayons.	Inside and outside, make rubbings of different textures using crayons, then cut and assemble them to make a repeating pattern. Glue in place when the desired effect has been reached.	paper crayons scissors glue	pattern texture rubbing
<b>Tuesday</b> Science		See Miss Foster's Tuesday plans			
<b>Wednesday</b> Geography	<b>To use compass directions</b>	See Mrs Sycamore's separate plan			
<b>Thursday</b> RE	<b>To retell the Easter story</b>	Follow the PowerPoint slides to learn about the Easter story and why Easter is important to Christians.	1. Make a mind map to show what you already know about Easter (before reading and watching the story) <i>then...</i> 2. Year 1: Sequence the Easter story using the sequencing sheet Year 2: Make a comic strip of the Easter story using one of the comic strip sheets	PowerPoint  Sequencing sheet <i>or</i> Comic strip sheet	Christian salvation Easter retell sequence
<b>Friday</b> PE	<b>To move in different ways along different pathways</b>	Warm up: Traffic jam – move around coned area looking for space. Hold up spots: red=stop green=go  Today, we're working on moving with control in different ways and along different pathways, following instructions and stopping on command.  Demonstrate the course I have set up. Make 4 groups and then pairs within each group, to start on different stations.	Set up a course with several stations: 1. Moving in different ways (big steps, small steps, side steps, backwards, skip, gallop, etc) 2. Moving along different pathways (zig zag, curved, straight, etc) following cones 3. Moving and (on command) changing direction (in pairs) 4. Moving and stopping - game of statues – in pairs	cones spots	move travel pathway control command instruction