



Class: Emerald

Date of project: Terms 1 and 2

Art – to create art using water colour and to draw using different gradient pencils.
DT – Design make and evaluate a Witch hat. Using spiral skills and tools to create detail using clay.
Computing – To develop keyboard and mouse skills. To understand how to use technology safely.
English – To develop sentence structure writing fiction and non-fiction pieces for specific purpose. Phonics – Phase 3 mainly and moving onto phase 5.
Geography – To learn about oceans and continents. Use simple compass directions.
History – significant people of the past; Mary Anning and Palaeontologist Jack Horner.
Maths – consolidate place value of numbers to 20. Addition, subtraction and shape learning.
Music – To experiment with pitch, tempo, volume and musical patterns through singing.
RSE/PSHE – Friendships and teamwork.
PE – Dance and ball skills.
RE – Who is a Christian and what do they believe? Christmas story.
Science – Identify and name a variety of animals that are birds, fish, amphibians, reptiles, mammals and invertebrates. Omnivores, carnivores and herbivores.

What can we create?



We will be focusing on the Winnie and Wilbur stories by Valerie Thomas. The children will be planning a garden party for Winnie and the families to enjoy. The mini outcomes and learning throughout the terms will all be in preparation for the party.



To immerse our learning environment keeping to government guidelines, we have a backdrop showing a potion room and wooden table cloths to help the children feel like they are in the room. Another backdrop gives the feel of a Halloween setting linked to Winnie the Witch. We also have different levels of seating for the children to choose where is suitable to carry out their learning. We have left boards free to allow for learning to be displayed as we move through our project.

Project launch:	Which is your Witch?	What will you spiral?	What is in Winnie's house?	Where can I find it?	How can you move?	Project outcome:
Creating wands unique to their personalities. Creating chalk art like in the Winnie books.	Art – using water colours and different gradient pencils they will create a painting of Winnie like Korky Paul.	DT – Using clay skills to create a witch's hat.	English and Science – using knowledge of the animal groups they will create their own mystical creature.	History and art – After learning about Mary Anning finding the fossil the children will create a comic strip.	Using our dance scheme in school the children will use different movements to dance.	Learning video. Collating all the mini outcomes to share with families on Google Classroom.