

The purpose of the experience

The children will be immersed in a 'World of Make Believe'. They will learn to retell a variety of Fairy Tales through Story Telling and Drama. They will become confident at speaking in front of an audience and develop their listening skills.

The outcome of the experience

The children will use their spoon puppets, which we will be making, to perform a short retelling of their chosen fairy tale to an audience.

English

Power of Reading – 'The Story Tree'

Overall learning aims :

- To talk confidently about picture books.
- To explore the story through drama and role-play.
- To retell a story using story language.
- To write a short story.

Art and Design

- To use a range of materials creatively to design and make products
- To use painting to develop and share their imagination
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Hook

The children will take part in a 'Fairy Tale Treasure Hunt' around the school and Woodland area. They will need to collect clues on the way about a variety of Fairy Tales.

Maths

- Number and calculation
- Number
- Place value
- Addition and Subtraction

Learning Experience curriculum outline for Year 1.

This experience will begin on Monday 18th September 2018

World of Make Believe



Community Cohesion

- We will be inviting parents to a class 'Fairy Tales and Fairy Cakes' Party.
- We will share Fairy Tales with a Buddy Reading Class.

Discrete teaching:

- Read Write Inc.
- PE
- Maths
- Creative Writing
- Handwriting
- Music

School Values:

Respect Enjoyment
Confidence Cooperation

Learning Characteristics:

Tryatops Solveasaurus
Askaraptor Thinkadocus

PSHCE

- To develop confidence and responsibility.
- To develop good relationships and respect the differences between people.
- To take and share responsibility (for their own behaviour, by helping to make classroom rules and follow them)
- To take part in discussions.
- To contribute to the life of the class.
- To recognise what they like and dislike, what is fair and unfair and what is right and wrong.

Computing

- CODE programming.
- To use colour magic to draw our own fairy tale pictures and characters.
- E-Safety activities.