



	Week 1	Week 2	Week 3	Week 4	Week 5
Math- Measurement and Geometry	<p>Objective: recognise and name common 2-D shapes</p> <p>Success Criteria: Support: S6: I can match 2D shapes Core: S9: I can sort, match and name common 2D shapes. Extension: S12: I can identify and describe the properties of 2D shapes, including the number of sides, symmetry in a vertical line. LOtC: Finding shapes around the school SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Shape bag Shape bingo Matching shapes to names. Shape hunt Magnetic shapes to match. Shape songs Posting shapes Painting and mark making shapes Shape hunt using tough tray 	<p>Objective: recognise and name common 3-D shapes</p> <p>Success Criteria: Support: S6: I can manipulate 3D shapes. E.g. putting shapes in a shape sorter. Core: S10: I can sort, match & name common 3D shapes. Extension: S12: I can identify and describe the properties of 3D shapes, including the number of edges, vertices and faces. LOtC: Finding shapes around the school SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Shape bag Shape bingo Matching shapes to names. Shape hunt Magnetic shapes to match. Shape songs Posting shapes Painting and mark making shapes Shape hunt using tough tray 	<p>Objective: recognise and know the value of different denominations of coins and notes</p> <p>Success Criteria: Support: S6: I can identify coins from a mix of objects. Core: S9: I can recognize and name some coins Extension: S10: I can recognize and name all coins LOtC: Coin hunt around school SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Money bingo Grouping money in colours Ordering money Finding most and least value. Coin hunt Finding coins hidden Grouping coins into colours Matching coins Passing and posting coins and receiving things in return 	<p>Objective: recognise and know the value of different denominations of coins and notes</p> <p>Success Criteria: Support: S6: I can place money: in, on, under an object. Core: S10: I can pay for items using coins combining two within 10p. Extension: I can pay for items using multiples of 10p up to £1 LOtC: Going to the shop SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Addition using coins (Subtraction as extension) Shop Interactive songs Set up a shop and practice putting coins into a till/on the counter/in their purse. Go to the shop to exchange money. 	<p>Objective: recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p>Success Criteria: Support: S6: I can match 2D shapes Core: S9: Shows understanding of the sequence of the days of the week. Extension: S11: Sequence events in chronological order using language (E.g. before/after, next/first, and today/yesterday). LOtC: shape hunt SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Sequencing times of the day. Sequencing days of the week Answering 'functional' questions about the week Interactive games Magnetic shapes to match. Shape songs Posting shapes Painting and mark making shapes Shape hunt using tough tray
	<p>Objective: Recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p>Success Criteria: Support: S6: I can manipulate 3D shapes. E.g. putting shapes in a shape sorter. Core: S10: I can begin to recognise the names of the months of the year. Extension: S11: I can sequence events in chronological order using language (E.g. before/after, next/first, and today/yesterday). LOtC: SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Sequencing seasons Sequencing months Answering 'functional' questions about the months Interactive games Magnetic shapes to match. Shape songs Posting shapes Painting and mark making shapes Shape hunt using tough tray 	<p>Objective: sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</p> <p>Success Criteria: Support: I can identify coins from a mix of objects. Core: S9: I can show awareness of the language relating to times of the day. E.g. morning/afternoon Extension: S11: I can sequence events in chronological order using language (E.g. before/after, next/first, and today/yesterday). LOtC: SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Functional skills related questions. Calendar activities. Match coins Fishing for coins Coin hunt 	<p>Objective: tell the time to the hour and half past the hour and draw the hands on a clock face to show these times</p> <p>Success Criteria: Support: S6: I can Compare the overall size of an object with another. Core: S11: I can tell the time to the hour and ½ past and draw hands on a clock face to show these times. Extension: S12: I can tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show the time. LOtC: SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Drawing times Matching times Time bingo Interactive games Sequence clocks and times related items into size order. Match times Identifying large and small items. Practicing and sequencing times of the day. 	<p>Objective: describe position, direction and movement, including whole, half, quarter and three quarter turns.</p> <p>Success Criteria: Support: S6: S6: I can place objects: in, on, under another object. Core: S10: I can respond to the language of position, direction and movement, including whole & half turns. Extension: S11: I can describe position, direction and movement including whole, half quarter and three quarter turns. LOtC: Following direction outside SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Using shapes to turn. Following instructions outside to follow a route. Travel around the school following directions. Left and right activities. Interactive songs Set up a shop and practice putting coins into a till/on the counter/in their purse. Go to the shop to exchange money. 	<p>Objective: compare, describe and solve practical problems for: lengths and heights, mass and weight and capacity and volume</p> <p>Success Criteria: Support: S6: I can identify heavy and light. Core: S10: I can compare the mass and weight of two objects. Extension: S11: I can compare, describe and solve practical problems for lengths & heights, mass and weight, capacity and volume and time. LOtC: SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Cooking session using measurements. Comparing students heights and make a height chart. Answer functional questions. Cooking session using foods- heaving and light items identify and group. Attention autism activities for heavy and light. Finding heaving and light musical instruments to play.
	<p>Objective: Recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p>Success Criteria: Support: S6: I can manipulate 3D shapes. E.g. putting shapes in a shape sorter. Core: S10: I can begin to recognise the names of the months of the year. Extension: S11: I can sequence events in chronological order using language (E.g. before/after, next/first, and today/yesterday). LOtC: SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Sequencing seasons Sequencing months Answering 'functional' questions about the months Interactive games Magnetic shapes to match. Shape songs Posting shapes Painting and mark making shapes Shape hunt using tough tray 	<p>Objective: sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</p> <p>Success Criteria: Support: I can identify coins from a mix of objects. Core: S9: I can show awareness of the language relating to times of the day. E.g. morning/afternoon Extension: S11: I can sequence events in chronological order using language (E.g. before/after, next/first, and today/yesterday). LOtC: SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Functional skills related questions. Calendar activities. Match coins Fishing for coins Coin hunt 	<p>Objective: tell the time to the hour and half past the hour and draw the hands on a clock face to show these times</p> <p>Success Criteria: Support: S6: I can Compare the overall size of an object with another. Core: S11: I can tell the time to the hour and ½ past and draw hands on a clock face to show these times. Extension: S12: I can tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show the time. LOtC: SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Drawing times Matching times Time bingo Interactive games Sequence clocks and times related items into size order. Match times Identifying large and small items. Practicing and sequencing times of the day. 	<p>Objective: describe position, direction and movement, including whole, half, quarter and three quarter turns.</p> <p>Success Criteria: Support: S6: S6: I can place objects: in, on, under another object. Core: S10: I can respond to the language of position, direction and movement, including whole & half turns. Extension: S11: I can describe position, direction and movement including whole, half quarter and three quarter turns. LOtC: Following direction outside SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Using shapes to turn. Following instructions outside to follow a route. Travel around the school following directions. Left and right activities. Interactive songs Set up a shop and practice putting coins into a till/on the counter/in their purse. Go to the shop to exchange money. 	<p>Objective: compare, describe and solve practical problems for: lengths and heights, mass and weight and capacity and volume</p> <p>Success Criteria: Support: S6: I can identify heavy and light. Core: S10: I can compare the mass and weight of two objects. Extension: S11: I can compare, describe and solve practical problems for lengths & heights, mass and weight, capacity and volume and time. LOtC: SMSC Using IT: Interactive games Suggested Activities:</p> <ul style="list-style-type: none"> Cooking session using measurements. Comparing students heights and make a height chart. Answer functional questions. Cooking session using foods- heaving and light items identify and group. Attention autism activities for heavy and light. Finding heaving and light musical instruments to play.



Medium Term Plan – Key Stage 4 - - Books and Authors

Week 11				Suggested Home Learning
<p>Objective: Measure and begin to record the following: lengths and heights, mass/weight and capacity and volume</p> <p>Success Criteria: Support: S6: I can identify long and short. Core: S10: I can begin to measure objects using standard units of measurements. Extension: S11: I can measure and begin to record the following; length and height, mass and weight, capacity and volume, time (hours, minutes and seconds). LOtC: Use of cooking room. SMSC Using IT: Interactive games</p> <p>Suggested Activities:</p> <ul style="list-style-type: none">• Cooking session using measurements.• Comparing students heights and make a height chart.• Answer functional questions.• Songs and interactive games• Ordering length of objects.• Searching for longest and shortest items in the tough tray.• Matching lengths.				<p>Go on a walk and find 2D and 3D shapes.</p> <p>Encourage your child to tell the time at key points in the day.</p>