



RIVERVIEW INFANT SCHOOL
MEDIUM TERM PLAN
2022/2023
MY WORLD

	<u>WEEK 1 - 29/8</u>	<u>WEEK 2 - 5/9</u>	<u>WEEK 3 - 12/19</u>	<u>WEEK 4 - 19/9</u>	<u>WEEK 5 - 26/9</u>	<u>WEEK 6 - 3/10</u>	<u>WEEK 7 - 10/10</u>	<u>WEEK 8- 17/10</u>
Enrichment:				Walk To Warren	Forest School	Harvest Hello Yellow	Theme Day	Creative Week
English	Myself Class Rules	Dear Daddy Letter writing	Tiger who came to tea HMSS Role play	Character profile Innovating	Non-chronological report - Pocahontas	Non-chronological report - Native Americans	Themed day recount	-
Phonics	Assessment	ay/ai whiteboard work Phonics Games	ee/ea/ey whiteboard work Phonics Games	igh/ie/i-e whiteboard work Phonics Games	oe/o-e whiteboard work Phonics Games	ue/oo whiteboard work Phonics Games	Soft c whiteboard work Phonics Games	Assessments
Daily Spellings	Year 1 Word Recap and Games	ay/a-e phoneme Homophone I/eye	ee/ea phonemes Homophone of/off	i-e/igh phonemes Homophone for/four	oa/oe phonemes Homophone be/bee	u-e/oo phonemes Homophone new/knew	Soft c and i as /ie/ Homophone blue/blew	-
Writing Project	-	ay/ai phonemes Develop phonics, spelling, punctuation and grammar	ee/ea phonemes Develop phonics, spelling, punctuation and grammar	i/ie phonemes Develop phonics, spelling, punctuation and grammar	oe/o-e phonemes Develop phonics, spelling, punctuation and grammar	ue/u-e/ew phonemes Develop phonics, spelling, punctuation and grammar	Soft c phoneme Develop phonics, spelling, punctuation and grammar	-
Numeracy Project	-	Ordering numbers	Sequencing numbers	1 or 10 more or less	Rounding numbers	Recall and Use Number bonds to 10 and 20	Adding 3 1-digit numbers	-

Maths	Assessment Number and Place Value	Number and Place Value	Number and Place Value	Number: Addition and Subtraction	Number: Addition and Subtraction	Place Value Consolidation	Block Assessment	Creative Week Maths
Science		Knowledge Harvest WALT know that animals have offspring that grow into adults.	WALT understand that human offspring grow into adults.	WALT observe and compare changes in ourselves.	WALT be able to find out about and describe the basic needs of animals, including humans, for survival (water, food and air). I can design a healthy lunch.	WALT perform simple tests and record data.	WALT identify and label parts of the body	
Computing *Online Safety Ongoing*	Portrait-	To understand what an algorithm is	To create a program using the collision detection event	To design an algorithm following a timed sequence.	To understand what different events are for.	To understand the function of buttons in a program.	To know what debugging means.	
History					Who was Pocahontas?	Why did Pocahontas come to England?	What are the differences between life then and now?	
Geography		To know their own address. To be able to use globes, maps and plans.	To begin to recognise the human and physical features in their locality. To use geographical vocabulary.	To describe the features of the local environment. To express views on the features. To be aware that changes occur in the locality				
Art	Self-portrait	Painting Skills - Our House	Picasso/Weeping Woman					

Design & Technology					Balanced Meal	Cracker and topping	Teepees	Creative Week themed Activities
Music		Body Percussion	Recording Body Percussions	Kindermusic - Rhythm of the lands.				
Spanish		Greetings	Greetings	Greetings	Greetings	Greetings	Greetings	
RE PPA TEAM		Islam - Mosque	Islam - Mosque	Islam - 5 Pillars of Islam	Islam - Prayer Ritual	Islam - Ramadan	Islam - Eid ul Fitr	Islam - The Qu'ran
PSHE PPA TEAM		Jealousy	Golden Rules	<i>It's Not Fair</i>	<i>Proud or Jealous</i>	<i>Recycling</i>	<i>Green Pledge</i>	
PE Real PE		Outdoor PE Skill - Footwork Indoor PE Gymnastics - Points and Patches	Outdoor PE Skill - Footwork Indoor PE Gymnastics - Points and Patches/equipment	Outdoor PE Skill - Footwork Indoor PE Gymnastics - Points and Patches - equipment	Outdoor PE Skill - One Leg Indoor PE Gymnastics - Travelling	Outdoor PE Skill - One Leg Indoor PE Gymnastics - Travelling	Outdoor PE Skill - One Leg Indoor PE Gymnastics - Travelling	