

Problem solving and technology - Semi formal primary curriculum long term plan 2017- 3 lesson per week.

		Summer 2017
		<b>Space</b>
		<p>Switches and making choices                      Cause and effect- torches                      Dark tent- light and dark, stars, planets, space                      Practical shape exploration- making rockets                      Practical money through role play (Handling, turn taking, give and take) eg when visiting a shop                      Push and pull toys (forces)                      Movement on play equipment outside                      Playing with magnets (magnetics)                      Counting forwards and backwards</p> <p><b>Nb please assess science forces, forces and magnets and earth and space while we are still doing b-squared assessments</b></p>
Autumn 2017	Spring 2018	Summer 2018
<b>Incredible animals</b>	<b>World Kitchen</b> (foods around the world, traditions etc)	<b>Holidays</b>
<p>Patterns                      Counting                      Matching                      Exploring animal textures and sounds                      Big and small                      Sound                      Electricity  <b>Nb please assess science sound and</b></p>	<p>Cause and effect apps/ programmes                      Searching and finding hidden objects                      Cutting- halves/ quarters                      measuring                      Counting and shapes                      Positions eg laying a table                      Lights                      Plants</p>	<p>Taking photo's                      Cause and effect toys                      Emptying and filling/ measuring                      Counting                      Sequencing                      Money                      Living things and their habitats                      Rocks</p>

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<b>electricity while we are still doing b-squared assessments</b>	<b>Nb please assess science light and plants while we are still doing b-squared assessments</b>	Evolution and inheritance <b>Nb please assess science living things and habitats, rocks, evolution and inheritance while we are still doing b-squared assessments</b>
Autumn 2018	Spring 2019	Summer 2019
<b>Grand designs</b> (houses, homes, buildings etc)	<b>Rainforests</b> (habitats, animals, weather etc)	<b>Exciting journeys</b> (travel, transport, adventures etc)
Shapes Construction play Counting Cause and effect programmes eg paint Sequencing Exploring textures	Matching Big and small Cause and effect apps Taking photo's Emptying and filling	Fast and slow Big and small Counting Positions Motion and movements
Autumn 2019	Spring 2020	Summer 2020
<b>Super heroes</b>	<b>Enchanted forest</b>	<b>Down on the farm</b>
Pattern Shapes Cause and effect positions	Searing for hidden objects Counting Emptying and filling Sensory explorations	Animal sounds- cause and effect Counting Big and small Sequencing
Autumn 2020	Spring 2021	Summer 2021
<b>Pirates ahoy!</b>	<b>Super senses</b>	<b>Circus</b>
Autumn 2021	Spring 2022	Summer 2022
<b>999 emergency</b>		<b>Fun at the carnival</b>
Autumn 2022	Spring 2023	Summer 2023
<b>Night and day</b>	<b>Wacky weather</b>	<b>To infinity and beyond</b>

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