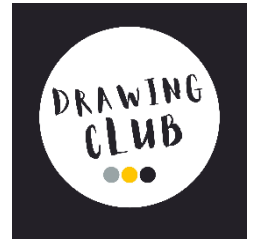


F2 Literacy Medium Term Planning Spring 1 2024



Weekly Learning Objectives

- I am beginning to write lower case and capital letters correctly.
- I can hear and write the initial sounds in words.
- I can spell words by identifying the sounds and then writing the sounds with a letter (CVC)
- I am beginning to spell a few common exception words matched to the school's phonic programme.

The 3Ms

Making Conversation

Talking confidently, using new vocab, listening, sharing ideas, having conversation back and forth, collaborating, respecting and helping one and other.

Mark making

Writing at the cusp of confidence, reading with interest, developing phonic knowledge, discovering the art of messaging, increasing fine motor control with purpose.

Mathematics

Drawing is full of mathematical opportunities counting, comparing, adding, taking away, dividing, numeral writing and recognition. All the time building confidence through purpose.

Week 1

100 Decker Bus

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Navigate	Share the Story	Adult input and drawing club			Handwriting Input
Inflate	Rainbow Challenge Input	Character/Setting	Adventure time- I wonder...?		Focus: h b
Extension		Share the story			
Ginormous		Vocab Get up, stand up, vocabulary with actions			
Crew		Model drawing the setting + 3ming The bus (Draw a bus with jets)	Model drawing adventure time 1 + 3ming The bus driver finds a new road, where does it go? (Bus goes to space)	Model drawing adventure time 2 + 3ming The bus reaches a new obstacle, how will it get over it? (Draw obstacle: volcano, model heat proof jacket)	
Wonderous		Code: jet, when I count 5,4,3,2,1 bus blasts off. Maths link: Matching numerals to quantities (5 windows, 4 decks etc)	Code: 'Vic' the alien- when we shout it another alien grows Maths link: Counting the arms on the alien, 3 each side, 3 add 3 makes 6)	Code: hot, go Maths link: Matching numerals to quantities (5 windows, 4 decks etc)	
Expanding		Children's turn Groups of 6 approx Exploring story through drawing 3ming	Children's turn Groups of 6 approx Exploring story through drawing 3ming Taking stories on an adventure	Children's turn Groups of 6 approx Exploring story through drawing 3ming Taking stories on an adventure	
Mechanical					
Phonics Focus:	w	x	z	zz	Tricky words- be

Week 2

You can't take an elephant on a bus

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Ginormous	Share the story	Adult input and drawing club			Handwriting Input
Panic	Rainbow Challenge Input	Character/Setting	Adventure time- I wonder...?		Focus: p k
Swerve		Share the story			
Slippery		Vocab Get up, stand up, vocabulary with actions			
Bizarre		Model drawing the 3ming The animal of their choosing Code: zip zap (animal transforms into a different animal) Maths link: 6 makes it turn back into the original animal.	Model drawing adventure time 1 + 3ming How will your animal travel? Code: Web (vehicle shoots webs) Maths link: Matching numerals to quantities (how many wheels will you vehicle have) Shape link.	Model drawing adventure time 2 + 3ming Where would your animal on a ... go? Code: he/she (animal arrives at school) Maths link: Link to time (3oclock the animal goes home)	
Rage		Children's turn Groups of ~6 Exploring story through drawing 3ming	Children's turn Groups of ~6 Exploring story through drawing 3ming Taking stories on an adventure	Children's turn Groups of ~6 Exploring story through drawing 3ming Taking stories on an adventure	
Capsize					
Conveyance					
Phonics Focus:	y	y	qu	qu	Tricky word- she.

Week 3

My Granny went to market

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Expedition	Share the story	Adult input and drawing club			Handwriting Input
Gravity	Rainbow Challenge Input	Character/Setting	Adventure time- I wonder...?		Focus: v w
Bazaar		Share the story			
Spiralled		Vocab Get up, stand up, vocabulary with actions			
Clanking		Model drawing the character + 3ming Granny (make your own granny)	Model drawing adventure time 1 + 3ming Granny visits another country, where does she go? (London, Granny buys 7...)	Model drawing adventure time 2 + 3ming Granny goes back to market, she buys a magic flying motorbike	
Ascending		Code: jam the something pops out of her bag. Maths link: Pattern on beaded necklace and on her bag.	Code: yip yap the king appears on the carpet. Maths link: Shapes/ patterns on the carpet.	Code: quick to make it go faster, quack it lands. Maths link: 2 wheels, 2 handles, 2 seats	
Fierce		Children's turn Groups of ~6 Exploring story through drawing 3ming	Children's turn Groups of ~6 Exploring story through drawing 3ming Taking stories on an adventure	Children's turn Groups of ~6 Exploring story through drawing 3ming Taking stories on an adventure	
Fluttered					
Phonics Focus:	ch	ch	sh	sh	Tricky words- me

Week 4

Goldy luck and the 3 pandas

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Catapulted	Share the story	Adult input and drawing club			Handwriting Input
Plunked	Rainbow Challenge Input	Character	Adventure time- I wonder...?		Focus: x z
Ambled		Share the story			
Groaned		Vocab Get up, stand up, vocabulary with actions			
Rumpled		Model drawing the character + 3ming Goldy luck Code: Chip (makes her bigger) Ship (makes her smaller)- link to rhyme Maths link: holding 2 plates turnip cakes, 3 cakes on each plate- link to doubling.	Model drawing adventure time 1 + 3ming Goldy luck has gone to the 3 pigs house what will she do? Code: Bang (the house blows up) Maths link: money- steals money from the 3 pigs piggy bank. Model drawing coins.	Model drawing adventure time 2 + 3ming Draw a trap for Goldy Luck to stop her causing any more trouble. Code: thud (activates the trap) Maths link: counting different parts of the trap. Link to shape.	
Hollered		Children's turn Groups of ~6 Exploring story through drawing 3ming	Children's turn Groups of ~6 Exploring story through drawing 3ming Taking stories on an adventure	Children's turn Groups of ~6 Exploring story through drawing 3ming Taking stories on an adventure	
Fluster					
Strewn					
Phonics Focus:		th	th	ng	

Week 5

The Great Race

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Breeze	Share the story	Adult input and drawing club			Handwriting Input
Emperor	Rainbow Challenge Input	Character	Adventure time- I wonder...?		Focus: c o a
Stomped		Share the story			
Comfortable		Vocab Get up, stand up, vocabulary with actions			
Slither		Model drawing the character + 3ming An animal from the race (dragon) Code: rain/sun (changes the weather) Maths link: 2+2= 4- number of wings on each side.	Model drawing adventure time 1 + 3ming Short cut in the race- where does it go? Mythical island (ice-cream trees etc) Code: pop, fizz zap- makes the island go into disco mode. Maths link: adding and modelling calculations.	Model drawing adventure time 2 + 3ming Obstacle blocking the river (dam) how could we help the other animals to get over it? Use things from the mythical island to build a bridge. Code: A big push. - makes your animal have super strength. Maths link: ordering length when building the bridge.	
Cooperate		Children's turn Groups of ~6 Exploring story through drawing 3ming	Children's turn Groups of ~6 Exploring story through drawing 3ming Taking stories on an adventure	Children's turn Groups of ~6 Exploring story through drawing 3ming Taking stories on an adventure	
Snort					
Mythical					
Phonics Focus:	ai	ai	ee	ee	Tricky words- are