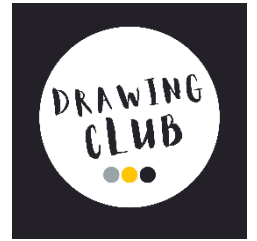


F2 Literacy Medium Term Planning Spring 2 2024



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

The Gruffalo

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
knobbly jaws prickles feast scrambled astounding cunning menacing	Share the Story	Adult input and drawing club			Handwriting Input
	Rainbow Challenge Input	Character/Setting	Adventure time- I wonder...?		Focus: v w
		Share the story			
		Vocab Get up, stand up, vocabulary with actions			
		Model drawing the setting + 3ming Own version of the Gruffalo Code: teeth (his wort explodes) train in the rain (xxx) Maths link: 1-1 counting of prickles/claws/horns/tusks (doubling)	Model drawing adventure time 1 + 3ming The mouse/Gruffalo meets another creature in the woods. Stoat in a rock pile/bat in a cave Code: the light at night (animal shrink so the Gruffalo can't see it) Maths link: Symmetry on bats wings, shapes in the animals home	Model drawing adventure time 2 + 3ming A trap to catch the Gruffalo. Code: A big quack (The Gruffalo turns into Gruffalo crumble) Maths link: 8+1= 9 (The trap activates)	
		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	
	Phonics Focus:	igh	igh	oa	

Week 2

Hairy Toe

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
windy	Share the story	Adult input and drawing club			Handwriting Input
furry	Rainbow Challenge Input	Character	Setting	Adventure time- I wonder...?	Focus: x z
ancient		Share the story			
fearful		Vocab Get up, stand up, vocabulary with actions			
undercover		Model drawing the 3ming What does the monster look like?	Model drawing adventure time 1 + 3ming The old woman's house	Model drawing adventure time 2 + 3ming Who will come and rescue the old woman now the monster has found her? (Mrs Bennett)	
creep		Code: toad in the road (the monster grows big) Toad in the bath (monster shrinks back)	Code: poo on the moon! (The house transports to the moon)	Code: poo at the zoo (x rescues the monster)	
distant		Maths link: doubling-number of claws, teeth-write calculation.	Maths link: 10 9 8 7 6 5 4 3 2 1 blast off!	Maths link: Patterns on Mrs Bs clothes.	
swirling		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	
Phonics Focus:	oo (moon)	oo (moon)	oo (book)	oo (book)	Tricky word- by

Week 3

Zog (No Drawing Club- writing linked to trips in floor book)

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
	Share the story	Adult input			Handwriting Input
	Rainbow Challenge Input				Focus: c o a
		F2 Rufford Trip	Yr1 Trip	World Book Day	Yr1 writing about trip
		Year 1- see yr1 MT plan	F2 Floor book about the trip.	World book day themed activities.	
Phonics Focus:	ar	ar	or	or	Tricky word- my.

Week 4

Room on the Broom

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
whoosh	Share the story	Adult input and drawing club			Handwriting Input
splat	Rainbow Challenge Input	Character/Setting	Adventure time- I wonder...?		Focus: d g q
scaly		Share the story			
horrible		Vocab Get up, stand up, vocabulary with actions			
passenger		Model drawing the character + 3ming The Dragon Code: Look at a book (Dragon fire breath turns into ice power and freezes the witch) Maths link: Doubles/pairs (horns, wings), 5 teeth on the top row, 4 on the bottom = 9	Model drawing adventure time 1 + 3ming Can you design your own broomstick for the witch to have an adventure on? Code: Go far! (the broom stick lands on the roof of JTR) Maths link: language linked to size- longer/shorter, smaller/bigger. Counting the number of seats.	Model drawing adventure time 2 + 3ming The dragon has been seen again. What potion will you make and what will it do? Code: mix with a fork (the fork mixes the potion and it becomes magical) Maths link: count number of each ingredient then how many ingredients altogether. Write calculation.	
addition		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	
fiery					
swoop					
Phonics Focus:	ur	ur	ow	ow	Tricky words- you

Week 5

How to catch a dragon

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Rustle	Share the story	Adult input and drawing club			Handwriting Input
Creepy	Rainbow Challenge Input	Character	Adventure time- I wonder...?		Focus: e f s
Awesome		Share the story			
Hideous		Vocab Get up, stand up, vocabulary with actions			
Wailing		Model drawing the character + 3ming A hideous troll. Code: I can burp! (the troll turns friendly) Maths link: counting the number of warts.	Model drawing adventure time 1 + 3ming How would you catch a dragon? Code: A big brown cow (the trap is activated) Maths link: adding the different parts of the trap.	Model drawing adventure time 2 + 3ming What will the monster do next? (take the wheels off Mrs Bennetts car!) Code: A coin in the toilet (makes the mischievous monster do kind things) Maths link: number bonds to 10 (makes Mrs Bs alarm go off to scare the monster away)	
Gloomy					
Terrifying					
Ghostly					
Disappointed		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	
Phonics Focus:	oi	oi	er	er	Tricky words- was

Week 6

Easter (No drawing club)

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
	Share video clips & Easter story.				Handwriting Input
	Rainbow Challenge Input	Easter assessment writing	Shared read of recipe and bake easter cakes.	Easter Craft Day	Focus: r n m
Phonics Focus:	ure	ear	air		Tricky words- they