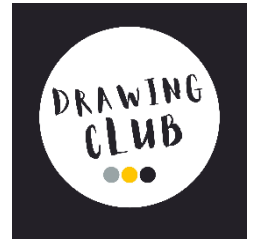


## F2 Literacy Medium Term Planning Spring 1 2025



### Weekly Learning Objectives

- I can write recognisable letters, most of which are correctly formed.
- 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.
- I can write simple phrases and sentences that can be read by others. Sometimes using full stops and capital letters.

### 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 Naughty Bus

(each day the bus has done something naughty in our classroom)

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Zooming	Share the Story	Share the story	Introduce phonics games	Recap the story	Handwriting Input
Passengers	Rainbow Challenge Input	Character/Setting		Adventure time- I wonder...?	Focus letters: <a href="#">h</a> . <a href="#">b</a>
Adventure	Yr1- Oracy activity	Vocab Get up, stand up, vocabulary with actions		Vocab Get up, stand up, vocabulary with actions	
Reflection		Model drawing the character + 3ming <a href="#">Character: The bus has a new driver!</a>  <i>Code: jet (The driver pushes the jet button and the bus gets rocket jets)</i>  <a href="#">Maths link: pattern on bus drivers' clothes.</a>  <a href="#">Modelled sentence (Yr1)</a> <i>He has got a hat.</i>	SSPF bingo (Yr1 & target children)	Model drawing adventure time + 3ming <a href="#">Adventure: The naughty bus is going on an adventure! What will he get up to?</a>  <i>Code: go (shout 'go' and the bus whooshes to another place)</i>  <a href="#">Maths link: number of decks and windows</a>  <a href="#">Modelled sentence (Yr1)</a> <i>It went to the moon.</i>	
Handsome					
Powerful					
Traffic					
Exploring					
		Children's turn Groups of 6-7 Exploring story through drawing 3ming		Children's turn Groups of 6-7 Exploring story through drawing 3ming Taking stories on an adventure	

<b>Phonics Focus:</b>	j	j	v	v	Tricky words- <b>he</b>
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<div>Week 2</div> <div>The Naughty Bus</div> <div>(each day the bus has done something naughty in our classroom)</div>					
Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Zooming Passengers Adventure Reflection Adventure Powerful Handsome Exploring	Share the story	Adult input Show bus journey around London. What can we see?	Adult Input T makes up a story about what the Naughty bus got up to last night	Adult Input Today our bus is going on a giant journey in the hall. What will it get up to? TTT Sentence stem- My bus is going to....	Handwriting Input
	Rainbow Challenge Input	Where will your bus go? TTT Sentence stem- my bus will go to ....			Focus: <b>p, k</b>
	Yr1- Phonics focus	Role play bus journey in outdoor area. Use props, tickets, money.	Oracy session making up stories about what our bus is going to get up to yet- use small world resources, make obstacle courses. Model story language and new vocabulary.	Giant maps in the hall for the naughty bus to follow. Add toy buses for storytelling.	
<b>Phonics Focus:</b>	w	w	x	x	Tricky word- <b>be</b>

## Week 3

### The Koala Who Could

Get up and stand-up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Munch	Share the story	Share the story	Introduce phonics games	Recap the story	Handwriting Input
Wonderful	Rainbow Challenge	Character/Setting		Adventure time- I wonder...?	Focus letters: <b>v, w</b>
Frightening	Year 1 Oracy activity	Vocab Get up, stand up, vocabulary with actions		Vocab Get up, stand up, vocabulary with actions	
Clinging		Model drawing the character + 3ming Setting: New home for Kevin.  Code: <i>wack</i>  Maths link: <i>counting windows, shape of windows.</i> Modelled sentence: <i>It has got a roof.</i>	SSPF matching game (Yr1 & target children)	Model drawing adventure time + 3ming Adventure: Koala goes on an adventure with his friends. What will he get up to?  Code: <i>zap (koala can fly)</i>  Maths link <i>number bonds to 5 make him fly faster.</i>  Modelled sentence: <i>I can run fast.</i>	
Chatter					
Awoke					
Wallop		Children's turn Groups of 6-7 Exploring story through drawing 3ming		Children's turn Groups of 6-7 Exploring story through drawing, 3ming Taking stories on an adventure.	
Springy					
Phonics Focus:	<b>z</b>	<b>z</b>	<b>zz</b>	<b>zz</b>	Tricky word- <b>she</b>

## Week 4

### The Koala Who Could Kev arrives

Get up and stand-up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Munch	Share the story	Adult input A koala has arrived in our classroom with a message. Shared read of the message.	Adult input Kev is missing!	Adult Input Kev is feeling sad after getting trapped in the shed. How could we cheer him up?	Handwriting Input
Wonderful	Rainbow Challenge Input				Focus x,z
Frightening	Yr1 Oracy Activity	Oracy activity linked to the arrival of Kev. I wonder where he's come from? I wonder how he got here? I wonder why he decided to come to our classroom? How are we going to look after him and keep him safe?	Read and follow the clues to find him! (he got lost in our outdoor area and ended up trapped in the shed!)	Make a card for Kev to cheer him up. To Kev from .....	
Clinging					
Chatter					
Awoke					
Wallop					
Springy					
Phonics Focus:	y	y	qu	qu	Tricky words- we

# Week 5

## The Great Race

Get up and stand-up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Faraway  Sparkled  Swayed  Emperor  Stomped  Comfortable  Slither  Mythical	Share the story	Adult input and drawing club			Handwriting Input
	Rainbow Challenge Input	Character	Adventure time- I wonder...?		Focus: <b>l,t,i</b>
	Year 1- Oracy activity	Share the story			
		Vocab Get up, stand up, vocabulary with actions			
		Model drawing the character + 3ming <b>Character: 13<sup>th</sup> animal to join the race (parrot)</b>  <b>Code: pop (makes your animal big), pip (makes it small), pin (makes it back to normal size)</b>  <b>Maths link: More and fewer when colouring feathers.</b>  <b>Modelled sentence- It is a Parrot.</b>	SSPF- phoneme frames and magnetic letters (Yr1 & target children)	Model drawing adventure time 1 + 3ming <b>Adventure: something to help your animal cheat and win the race. (helicopter hat/rocket boots)</b>  <b>Code: fizz (makes him fly super-fast)</b>  <b>Maths link: counting propellers on hat (2+2=4)</b>  <b>Modelled sentence- He can win.</b>	
		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	
	<b>Phonics Focus:</b>	<b>ch</b>	<b>ch</b>	<b>sh</b>	<b>sh</b>

# Week 6

## The Great Race

Get up and stand up vocab	Monday	Tuesday	Wednesday	Thursday	Friday
Faraway	Share the story	Adult Input	Adult Input	Adult Input	Handwriting Input
Sparkled	Rainbow Challenge Input				Focus: <a href="#">u,y,j</a>
Swayed	Chinese Food Tasting- link to oracy & UTW.	Children write a list of what we need to buy from the shop to make our moon cakes (jam, eggs, pop)	Walk to the shops to buy our ingredients- link to UTW look at route on Google maps. S&L about what we see on the way.	Bake the moon cakes- shared read of the recipe. Link to maths measuring.	
Emperor					
Stomped					
Comfortable					
Slither					
Mythical					
Phonics Focus:	<a href="#">th</a>	<a href="#">th</a>	<a href="#">ng</a>	<a href="#">ng</a>	Tricky words- <a href="#">are</a>