

Reception: Communication, Language and Literacy

Y1: English

ALL: Books:

Three little pigs

Duck in the truck

Little red hen

Squash and a squeeze.

Learn, retell and rewrite the 'farm themed' stories & traditional tales – Pie Corbett

Sequencing texts

Instructional texts – how to look after an animal / how to wash your hands properly

Labelling animal / tractor parts

Role play – farm shop – write lists for shop/mark

Non-fiction fact file book about farm animals

Lists – jobs that a farmer has to do

Alliteration – soft, smelly sheep etc

Farmer's diary – sequencing activities

Writing recipes for Harvest Vegetable Soup

Letter writing – prayer to God to thank him for the food he gives us.

After harvest festival write-up

Reception: Developing Mathematics

Y1: Maths

Tally charts/pictograms and graphs of favourite farm animals/favourite food
Graphs – who lives on a farm?

Sorting animals according to different criteria

Using money to buy food from role play shop and money problems

Make animals using 2D shapes

BEEBOT – plan route around a farm

Farm animal puzzles

Farm number songs (5 little ducks, 10 fat sausages, 5 little speckled frogs)

Fluency, reasoning and problem solving - NCETM

Reception: Creative Development

Y1: Art and D&T

Observational drawings of chickens

Animal masks and puppets

Make a scarecrow

Paint tractors

Make a tractor from collage materials

Decorate hard-boiled eggs

Junk Model farm vehicles and barn

Malleable Area – play dough animal prints

Cooking – farm produce & garden vegetables, milkshakes, fruit kebabs.

Autumn leaf printing/threading/suncatchers



Reception: Physical Development

Y1: PE – See separate PE planning JGI/WJ

Moving like different farm animals

Fine motor – milking cows using gloves with holes

Animal lacing cards

Acting out different farming jobs – shearing, cutting etc

All: Music (JG)

Sounds of the farm

Animal noises with percussion instruments

Compose a piece of music to send animals to sleep and to wake them up again

Reception: Knowledge & Understanding of the World

Y1: Science

What is it like on a farm? Identify animals that live in local environment

Life cycles – chickens and ducks Farm animals and their babies

Living things in our environment – labelling parts of animals

Match food product to the animal

Look at feathers and their uses e.g. for bedding. Do they float or sink? Look at feathers with magnifying glasses

Cooking eggs in different ways (fried, scrambled, boiled...) & making butter

What do crops need to grow – plants

All: Personal & Social Dev't, Well-being & Cultural Diversity

How do farmers look after animals?

Washing hands after touching animals / handling food (hygiene)

Importance of healthy eating

Free Range chickens/animals – RSPCA

All: Religious Education

Why was Jesus Special?

Bible stories where Jesus performs miracles.

Look at our friendships and relate our feelings to those of Jesus, and his special friends. Explore four Bible stories using drama, artwork and discussion.

Harvest Festival

Our Village Church and collective worship time

Harvest festival

Prayer writing frames

Letter to God – Thank you for the Harvest

Christian good deeds - Jubilee food bank

Jesus as a shepherd

Parable of the lost sheep

All: Computing (SG)

Programming

Move programmable toy, combine commands. BEEBOT around the farm. Explain a simple algorithm

Graphs

Sort items into sets – tally favourite farm animal

Word processing

Use letters, space bar, and enter key. Use shift for punctuation

Reception: Knowledge & Understanding of the World

Y1: Geography and History

Different types of farms. Label main geographical features of a farm
How are farms set out? Make maps

What do farmers do in different seasons? Understand the effects the seasons have on animals

Identify natural and man-made features in local environment

Farms in and around Clipston/Market Harborough (locate farms on map)

Farm artefacts – old fashioned shearing machines, milking tools, horses and tractors, machinery – mowing grass by hand versus tractors