

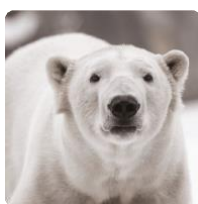
Inscape House School

Class plan - Middle school Champion and Explorers Cycle C



Predator!

Science



Frozen Kingdom

Geography



Playlist

Music



Ancient Civilisations

History

Levels of Engagement	AUTUMN 1 Independence - a reduction in prompting. (Physical, Spoken, Gestural) Fluency - combing speed and accuracy Maintenance - becoming more consistent and reliable with tasks over time Generalisation - performing in different settings with different people and applied in an increasing range of contexts.	AUTUMN 2 Independence - a reduction in prompting. (Physical, Spoken, Gestural) Fluency - combing speed and accuracy Maintenance - becoming more consistent and reliable with tasks over time Generalisation - performing in different settings with different people and applied in an increasing range of contexts.	Spring 1 Independence - a reduction in prompting. (Physical, Spoken, Gestural) Fluency - combing speed and accuracy Maintenance - becoming more consistent and reliable with tasks over time Generalisation - performing in different settings with different people and applied in an increasing range of contexts.	
Careers and Employability A discrete level that is embedded and forms part of other lessons	Zoo keeper Ranger Archaeologist Falconer Zoologist park ranger	Outdoor instructor Mountaineer Fisher person Captain Biologist Explorer	Musician Poet Artist Dancer Sound technician	Historian Lecturer Librarian photographer researcher archaeologist
My Communication	Animal experience ENGLISH INTENSIVE INTERACTION SENSORY PLAY SNACK Literacy Writing: Recounts; Leaflets; Poetry; Dilemma stories; Speeches Communication and language: Role play Reading/Read Write Inc	ENGLISH INTENSIVE INTERACTION SENSORY PLAY SNACK Literacy Writing: Chronological reports; Short narratives; Diaries; Haiku poetry; Letters Communication and language: Role play Reading/Read Write Inc	Live musical performance ENGLISH INTENSIVE INTERACTION SENSORY PLAY SNACK Literacy Writing: Poetry; Short narratives and silent movies; Lyrics; Posters; Information leaflets Communication and language: Role play Reading/Read Write Inc	
My Reasoning skills	The ultimate predator White Rose Maths - Number/ Thinking and problem solving Functional time/ Space Shape and Measure/ construction building/ attention autism/ water play/ music using technology ICT ATTENTION AUTISM Working towards Maths in Everyday Life (Measurement and volume, weighing and cooking, time) For Life (shopping, domestic appliances, telephone and communication) For the community (maps, travel, timetables, using leisure facilities, money) Maths for Design (repeating patterns, shape, colour space, design) Maths for the Future (enterprise work, financial responsibility)	White Rose Maths - Number/ Thinking and problem solving Functional time/ Space Shape and Measure/ construction building/ attention autism/ water play/ music using technology ICT ATTENTION AUTISM Working towards Maths in Everyday Life (Measurement and volume, weighing and cooking, time) For Life (shopping, domestic appliances, telephone and communication) For the community (maps, travel, timetables, using leisure facilities, money) Maths for Design (repeating patterns, shape, colour space, design) Maths for the Future (enterprise work, financial responsibility)	Class Factor White Rose Maths - Number/ Thinking and problem solving Functional time/ Space Shape and Measure/ construction building/ attention autism/ water play/ music using technology ICT ATTENTION AUTISM Working towards Maths in Everyday Life (Measurement and volume, weighing and cooking, time) For Life (shopping, domestic appliances, telephone and communication) For the community (maps, travel, timetables, using leisure facilities, money) Maths for Design (repeating patterns, shape, colour space, design) Maths for the Future (enterprise work, financial responsibility)	
My Physical Development and Care	comparing performances; Competitive games	Outdoor adventure; Orienteering	Making choice and having a voice	



Predator!

Science



Frozen Kingdom

Geography



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Understanding me and my relationships

Conflict and resolution

Care of the environment

Dance

My World

Geography Fieldwork;
Using maps

Geography Features of the polar regions
History Emigration and exploration in the early 1900s

History Features of civilisations; Ancient Sumer; Ancient Egypt; Indus Valley civilisation; Artefacts; Timelines; New inventions and technology; Everyday life; Social hierarchy; Significant leaders; End of ancient civilisations

Science

Food chains; Fossils; Plant parts and functions; Water transportation in plants; Skeletal systems; Working scientifically
How do fossils form? What are our joints for? Why are trees tall? What do owls eat? How do worms move?

Living things and their habitats
Science investigations How do animals stay warm? Can we slow cooling down?

Sound Can we block sound? How can we change a sound? How far can sound travel?

MY CREATIVE EXPRESSION Art/ and design Music/ Computing

ART/DT 3D models
Selecting and using materials
MUSIC COMPUTING Algorithms; Flow diagrams; Online research; Using logical reasoning; Graphics software; Presentations-

ART/DT Photography; Painting; Block printing
Structures
MUSIC Soundscapes
COMPUTING Collecting, evaluating and presenting data

ART/DT Music-inspired art
Making instruments
MUSIC Music of the 20th century
COMPUTING Digital recordings

RE and spiritual well being

Thinking about defence
Guru Hargobind; Leadership; Freedom; Defence

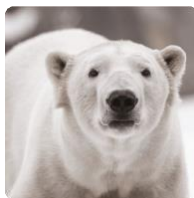
Thinking about rest
Seventh day; Shabbat customs; Comparing special days; Rest

Thinking about change
Buddha's death; Rebirth; Change



Time Traveller

Art and design



Alchemy Island

Music



Tribal Tales

History

Levels of Engagement	Spring 2 Independence - a reduction in prompting. (Physical, Spoken, Gestural) Fluency - combing speed and accuracy Maintenance - becoming more consistent and reliable with tasks over time Generalisation - performing in different settings with different people and applied in an increasing range of contexts.	Summer 1 Independence - a reduction in prompting. (Physical, Spoken, Gestural) Fluency - combing speed and accuracy Maintenance - becoming more consistent and reliable with tasks over time Generalisation - performing in different settings with different people and applied in an increasing range of contexts.	Summer 2 Independence - a reduction in prompting. (Physical, Spoken, Gestural) Fluency - combing speed and accuracy Maintenance - becoming more consistent and reliable with tasks over time Generalisation - performing in different settings with different people and applied in an increasing range of contexts.
Careers and Employability A discrete level that is embedded and forms part of other lessons	Explorer Builder Researcher Scientist	Writer Electrician Scientist Writer photographer	Historian potter researcher
My Communication	Interview people of different generations ENGLISH INTENSIVE INTERACTION SENSORY PLAY SNACK Literacy Writing: Character studies; Adventure narratives; Leaflets; Free verse poetry; Quotations and poems Communication and language: Role play Reading/Read Write Inc	ENGLISH INTENSIVE INTERACTION SENSORY PLAY SNACK Literacy Writing: Fantasy narratives; Non-chronological reports; Soliloquies; Poetry; Lyrics Communication and language: Role play Reading/Read Write Inc	Visit a prehistoric site ENGLISH INTENSIVE INTERACTION SENSORY PLAY SNACK Literacy Writing: Information texts; Adventure narratives; Fact files; Letters; Poetry Communication and language: Role play Reading/Read Write Inc
My Reasoning skills	Build a time machine! White Rose Maths - Number/ Thinking and problem solving Functional time/ Space Shape and Measure/ construction building/ attention autism/ water play/ music using technology ICT ATTENTION AUTISM Working towards Maths in Everyday Life (Measurement and volume, weighing and cooking, time) For Life (shopping, domestic appliances, telephone and communication) For the community (maps, travel, timetables, using leisure facilities, money) Maths for Design (repeating patterns, shape, colour space, design) Maths for the Future (enterprise work, financial responsibility)	White Rose Maths - Number/ Thinking and problem solving Functional time/ Space Shape and Measure/ construction building/ attention autism/ water play/ music using technology ICT ATTENTION AUTISM Working towards Maths in Everyday Life (Measurement and volume, weighing and cooking, time) For Life (shopping, domestic appliances, telephone and communication) For the community (maps, travel, timetables, using leisure facilities, money) Maths for Design (repeating patterns, shape, colour space, design) Maths for the Future (enterprise work, financial responsibility)	Construct a monument White Rose Maths - Number/ Thinking and problem solving Functional time/ Space Shape and Measure/ construction building/ attention autism/ water play/ music using technology ICT ATTENTION AUTISM Working towards Maths in Everyday Life (Measurement and volume, weighing and cooking, time) For Life (shopping, domestic appliances, telephone and communication) For the community (maps, travel, timetables, using leisure facilities, money) Maths for Design (repeating patterns, shape, colour space, design) Maths for the Future (enterprise work, financial responsibility)
My Physical Development and Care	Physical activity	Games - sound track	??
Understanding me and my relationships	Puberty; Meeting and talking with people; Reflecting on spiritual, moral, social and cultural issues; Setting targets; Feeling positive	??	Lives of others



Time Traveller

Art and design



Alchemy Island

Music



Tribal Tales

History

My World	History Changes over the last century Geography Local Community	Geography Map reading; Using coordinates; Human and physical features	History Prehistoric Britain – Stone Age to Iron Age Geography Fieldwork; Human and physical geography; Using maps and aerial images
Science	Animals, including humans; Living things and their habitats; Working scientifically Science investigations Do we slow down as we get older?	Properties and changes of materials; Working scientifically Science investigations Can you clean dirty water? Do all solids dissolve? Will it erupt? Which materials conduct heat?	Plants; Light; Working scientifically
MY CREATIVE EXPRESSION Art/ and design Music/ Computing	ART/DT Photography; Great artists – Andy Warhol, Salvador Dali; Collage Selecting materials MUSIC Changes within the community COMPUTING Digital portraits; Data logging; Research	ART/DT Electrical circuits; Designing a board game MUSIC Composing; Recording and editing software; Music; Graphic scores COMPUTING Photography; Debugging programs; Gaming	ART/DT Neolithic art; Clay beakers; Iron Age jewellery Designing and making tools; Building structures MUSIC Music through the ages COMPUTING Computing 360
RE and spiritual well being	Exploring communities Pentecost; Community	Exploring words Guru Arjan; Golden Temple; Guru Granth Sahib; Words	Exploring Faith Muhammad's journey; Sacred stories; Faith



Shabbat

Religious education



Parinirvana

Religious education



Pentecost

Religious education

My Communication

Cemetery visit

Learning languages



Lailat al Miraj

Religious education



Y3 Computing

Computing

My Communication

Taking a journey