MILESTONE SCHOOL CURRICULUM PLANNING SHEET

CURRICULUM AREA:	Active Learning Curriculum (all subject areas)		
FOCUS:	Colour, light and sound		
CLASS:	3F	**TEACHER:**	A Fidderman/R Hill
YEAR GROUP:	7		
ABILITY GROUP:	**PMLD**		

OUTCOMES FOR THE UNIT including National Curriculum references.
(P1i – P4)   • Observe and explore a variety of sensory stimuli relating to Colour, light and sound e.g.   • Respond to given stimuli expressing likes or preferences

ACTIVITIES
Sensory, Literacy, Communication & Language –curriculum links PSHE Citizenship   • Collect and read a range of stories and poems related to colour, light & sound e.g. 'The dark, dark night', 'The rainbow fish' and 'Joseph & his amazing technicolour dreamcoat'   • Sensory colour light & sound boxes to be built up this term.   • Music with Gary – linked to topic   • Visits to @Bristol, cinema, library to choose appropriate books linked to the topic, town centres, park, local art gallery, science, St Vincent's Centre, Snoozland, theatre, Pittville Pump rooms, Sealife aquarium etc.   *(PSHE, Citizenship, Numeracy, Art, Science, Music)*
• Make a range of natural fabric dyes using walnut shells, onion skins, beetroot, turmeric and tea   • Tie-dye material/T shirts   • Make shadow puppets from card and sticks, possibly relating to a sensory story. Use them in sensory room to demonstrate silhouettes.   • Use coloured acetate sheets to see how colours react with each other. Use strips to produce colour weaving to demonstrate this.   • Use paints/food dyes/glitter etc. to see how colours react with each other.   • Make coloured ice and experiment by turning it into water and vice versa.   • Sensory exploration sessions to encourage pupils to explore a range of multi-sensory materials linked to the topic   • Sensology sessions   *(DT, Numeracy, Literacy, Sensory, Art, Science)*
• ICT Cause & effect software with colour, light & sound themes – amoeba, plazma, SwitchIt! Software.   • Sensory Cookery – make jellies, blamange,   *(Humanities, Literacy, Numeracy, PSHE, Art, Sensory, Music, Science)*
Aquatic animals   Develop sensory corner further – make fish/sea creature sensory mobiles. Frogs – make frog spawn using crazy foam, colouring, oils. Develop sensory stories including The Rainbow Fish – make large sparkly fish and other sea creatures. ICT – cause & effect software with water themes – Magma & Amoeba. Use sensory room to create sea/ water themes using lights, fibre optics etc.   *(Humanities, PSHE, RE, DT, Numeracy, Literacy, Sensory, Music, Mobility)*
Guy Fawkes (November 5th) - make objects of reference and collect sensory objects to tell story of Guy Fawkes. Make a sensory guy. Splatter painting. Light sparklers in garden. ICT – fireworks switch activated software. Shop for ingredients and make jacket potatoes with various fillings.   *(Humanities, Art, DT, Sensory, Literacy, Numeracy, RE, ICT, Science)*

Christmas - visit to a church to see where celebrations take place. Visit to Pantomime? Visit to Hazelfields Nursery for sensory experience of Christmas – decorations, music etc. Text - 'Jesus' Christmas Party' to tell story behind celebration. Make objects of reference and collect sensory objects to illustrate story and re-enact. Make decorations, cards, advent figures, advent wreath, advent biscuits, salt dough decorations etc. – lots of sensory exploration. Listen to Christmas music/songs from around the world and accompany with appropriate instruments. ICT – Christmas sensory software & SwitchIt! Christmas. *(RE, Humanities, Art, DT, Sensory, Literacy, Numeracy, Science, Music)*

Resources	Teacher's own resource boxes. Art/craft resources. Food ingredients. Sensology Workout boxes. Face Paints. Music CDs/instruments. Sports equipment. Plasma screen and sensory software. Sensory room resources.
Evaluation	