



Language and Literacy	Gaeilge	Mathematics and Numeracy
<ul style="list-style-type: none"> • Phonics- g,o,u,l,f,b, j,z,w, v,y,x • Jolly Phonics story, songs and activities • Sound book and box • Wordbuild- words containing phonemes above • Sound swap- words containing phonemes above • Wordbuilding cubes • Click on plates that begin with the same sound- • http://www.literactive.com/Download/live.asp?swf=story_files/Matching_Plates_US.swf • CVC word reading hedgehog game • http://www.ictgames.com/helpAHedgehog/index.html • CVC Phoneme blender http://www.bigbrownbear.co.uk/demo/blender.htm • Keywords- 2a,b,c,d- word wall, balloon pop • Sightword flip the egg, Autumn tree keyword colour, muffin tin sightword throw, pass the plate, food shopping basket sightword game, http://www.abcya.com/alphabet_number_magnets.htm - build keywords on the fridge • Find the sight word activity • Magnetic letters build the sight words. • Colour words- scarecrow, scarecrow what do you see? • Little Acorn comprehension activity • Rhymes- scarecrow, scarecrow turn around • Stories- the enormous turnip, Handas surprise, Oliver’s vegetables, scarecrows secret, Don’t hog the Hedge, Little Acorns • Retell and sequence- the enormous turnip • Don’t hog the hedge rhyming activity • Language- Who? Activities- who would have a? Game Intro where? Play- Find the sound game • ‘Who / Where’ Pictures activity, where would you find a.....? activity (black sheep press narrative pack) • Modelled/Shared writing –narrative- My news • Role play- home corner, at the cafe • Small world- farm, the enormous turnip • Writing their first name using different mediums • Handwriting – • Free writing • DEAR time 	<p>Téama: Bia Teanga ó bhéal</p> <p>Éiseamláirí Teanga</p> <ul style="list-style-type: none"> • An maith leat ___? Is/Ní maith liom ___. • Tabhair dom ___, más é do thoil é. • Seo duit ___. • Go raibh maith agat. Tá fáilte romhat. • Cuir ___ ar an mbord. • An bhfuil ___ ar an mbord/ar an gcófra? • Tá/Níl ___ ar an mbord/ar an gcófra. • Cá bhfuil ___? Tá ___ ar an mbord/ar an gcófra/ar an talamh. • Is maith le ___ (luch, cat, madra, bó) ___. (cáis, bainne, cnámh, féar) • Faigh ___ (cnámh, srl.) ___. (don mhadra, srl.) • Oscail/Dún___. (an buidéal oráiste, an bosca lóin) • Cad atá sa bhosca lóin? • An bhfuil ___ sa bhosca lóin? • Tá/Níl ___ sa bhosca lóin. • Cé leis an bosca lóin? Is le ___ é. Is liomsa é. 	<ul style="list-style-type: none"> • Connect the dots 1-10 http://www.abcya.com/connect_the_dots.htm • intro numbers 6& 7- scarecrow numberline, magic finger, formation • order numbers 1-7 scarecrow numberline • number before, after, between using scarecrow numberline • 5 little scarecrow rhyme • Ordinal numbers first-fifth 5 Little Squirrels in a Tree and 5 little pumpkins • Counting backwards 10-1 • Pass the squirrel-RSG 110 • Partitioning numbers 6 & 7 • Calculating mentally within 5- game-box numbers RSG PG 67 • sort fruit and farm animals- borrow from Unit • weighing fruit and veg • pictogram of coloured leaves • make sets of 6 & 7 with animals/fruit & veg • cover number 6/7 With autumn coloured paper • active primary screen activities- numbers up to 6 & numbers up to 7 • dice patterns 1-6 • sorting a 2/3 property collection • Sorting healthy/unhealthy food • tree diagram- sorting 2D shapes • Intro patterns- starter activity and continue patterns-main activity • http://resources.hwb.wales.gov.uk/VTC/simple_patterns/eng/Introduction/default.htm • copy a pattern- cube cards • continue pattern- cube cards and http://www.literactive.com/Download/live.asp?swf=story_files/sequence_game_US.swf • Oliver’s vegetables- days of the week



- Tá ____
lán/folamh.
- Cad atá ____? (sa chistin, ar an mballa, ar an mbord, sa chófra, ar an gcófra)
- Tá ____ sa chistin/ar an mballa/ar an mbord.
- Tá sé/sí _____. (ag ithe, ag ól, ag glanadh, ag scuabadh)
- Glan _____. Tá ____
glan/salach.
- Tá ocras/tart orm, a mhúinteoir.
- Ba mhaith liom _____.

Modhanna Múinte

- Cómhra:
- ar an gclár bán
- Déan cómhra ranga leis an múinteoir /puipéad/ páistí os comhair ranga
- Déan comhrá beirte
- Treoracha a thabhairt do na páistí: tarraing / dathaigh
- Cluichí idirghníomhach ar an gclár bán, m.sh. Tascanna Élsteachta, Cluiche Kim, Dathaigh, Faigh an difríocht, Cluiche Meaitseála
- Mím agus dráma
- Scéal: Hansel agus Gretel (clár bán)
- Biongó
- Rann/ Ámhráin
- A haon, a dó, a trí, a ceathair, a cúig, a sé



- Tá teidí ag ithe
- Tá ocras orm
- An maith leat cáis?

SESE

The Arts

Science

History

Geography

Visual Art

Music

Drama



Theme: Autumn and Food

Senior Infants
October 2018

Science

Autumn nature trail
Autumn PP
Colour hunt
Identify living and non-living objects
Investigate different types of plants: texture, smell
Trees: bark and leaf rubbings, leaf printing, collect leaves and seeds, look at leaves with magnifying glass, sort leaves according to shape, colour, texture and size, insects living on tree
Autumn what can you see? PP
Predict and look for animal / mini-beast homes, e.g. under stones, on tree, leaves, flowers, grass, footpath
Environmental Code
Learn about the rabbit
Planting bulbs (daffodils)
Conditions for growth
Process of planting seeds, order steps
Planting bulbs play in sand tray

History

Tree - Time and chronology:
Examine images of Class Tree in Autumn
Examine the Farmer - roles and responsibilities- small world play
Story of milk- videos and sequencing
Aistear water tray- use rubber gloves with pin holes to “milk” cows, collect in buckets, use funnels to fill milk cartons
Discussion – Where does butter come from? How is butter made now/in the past
Respond to presentation on butter-churning
Recognition and use of relevant vocabulary: cow, milk, cream, butter, buttermilk, churn
Sequence pictures of butter-churning process

Drama

Act out the enormous turnip with masks
The enormous turnip small world play in sand tray
Small world farm
Role Play at the café
Role play in the home corner- feeding the family
Autumn animal puppets

Visual Art

cork print autumn tree
Autumn leaf man
leaf printing
build with food & drink boxes/containers/bottle
farm construction
making fruit and vegetable creatures
Playdough making buns
Playdough hedgehogs
autumn playdough mats
Tracing over autumn pictures
leaf rubbings

Music

Chop, chop, choppity chop- Musical Pathways
Cake for tea- making music with kitchen utensils- Music Express
Dingle dangle scarecrow
Scarecrow, scarecrow turn around
Autumn leaves are falling down



<p>Predict how we are going to make butter – tools and ingredients required Shake container of cream until to make butter Sequence pictures of butter-making Examine traditional iron griddle pan Taste the butter; report opinions, does it taste different, if so why (no salt) preferences, etc Evaluate the differences between traditionally made butter and supermarket butter discuss chronology of events in a story - the enormous turnip, Handa’s surprise, Oliver’s vegetables, scarecrows secret Geography Use of photos/ pictures of trees in autumn, leaves, seeds (acorns, helicopters, conkers) Talk and Discussion-Taking care of our environment. Autumn Weather- Discussing the weather each day. Watching weather forecast each day. Updating daily weather chart. Autumn Nature trail explore hedgerows - what animals live here collect leaves and seeds leaf rubbings leaf printing create a class recount with pictures Children bring garden items for autumn nature table discuss the work of people in the local community- At the Café, on the farm</p>		
<p>P.E</p>	<p>SPHE</p>	<p>Learn Together</p>
<p>Autumn and food themes games http://pssi.pdst.ie/pdf/gam/gam_a_4.pdf - Game-Crusts and crumbs Scarecrow Tag Games Lesson 6-9 Dribbling and stopping the ball- Children dribble the ball with their feet anywhere inside the hall or yard. On a signal, trap the ball with foot children switch the ball quickly from A to B, i.e. A stops the ball on signal, B takes over the dribbling instantly. Passing and trapping in pairs- Get the children to think of different ways to send a ball to a partner and then get them to practice these ways. Kicking the ball-</p>	<p>You Can do it- Organisation Lessons 1-5 Food a fact of life PP- Why we need food? - for growth and development, energy for work and play, protect against illness helps us to grow Sorting healthy/unhealthy food Make a healthy food plate healthy lunchbox game</p>	<p>Aesop’s Fables on themes of love; kindness; forgiveness eg ‘Serpent and the Eagle’ (kindness) Circle Time: Times when I felt love/kindness/forgiveness story of Buddha (Signposts) meditation story of Mohammed Plant daffodil bulbs and watch them grow in order to develop a sense of awe and wonder in new life Paganism- Halloween</p>



<p>pass the ball to partner who traps it and returns it</p> <p>Catching- Children throw the ball to a partner high or low using an underarm throw. Partner catches it and returns it by rolling it back. Reverse roles.</p> <p>Shooting- Children practice shooting a goal.</p> <p>Long passing and trapping- In pairs, the children pass the ball each other using the front of the foot. continue to pass changing the distance and the pace of the pass.</p>	<p>explore food preferences – what would you like to order in the café? Food likes and dislikes – I like/I don't like... Working in the café-realize the importance of good hygiene when preparing food to eat.</p>	
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