



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

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



Theme:
Autumn
and Food
 Senior Infants
 October 2018

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>



pass the ball to partner who traps it and returns it

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.

Shooting-
Children practice shooting a goal.

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.

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.