

Engage: Samba Train

Express: Carnival party

Literacy

Writing:

Explore the features of traditional tales; write our own version of the tale.

Reading

Read and listen to a variety of fiction and non fiction books; about rainforest; animals of Brazil; fiction; Rio the bird; The great Kapok Tree; the sloth; the

Elmer and the stilts; David McGee; How Elmer escapes the hunters; Character descriptions

Curupira; traditional tale from Brail. A mythical creature who protects the rainforest from hunters. Links to story of The great Kapok tree. Children retell the story making some changes.

Carnival. Brazil food and recipes.

Imaginative recount about the rainforest.

Newspaper report about the carnival party/ Samba train.

Physical Development

Perform samba and Brazilian/ carnival dances using simple movement patterns

Prepare for sports day: Running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

Personal, Social and Emotional Development

PSCHE: Relationships

Activities and games to help children identify the people who are important to them, including those who they care for and who care for them
How to recognise and deal with feelings of jealousy
Develop pride in others' achievements.
Learn strategies for feeling better without hurting others.

R.E.: The Church

The bible; story of creation
Christ the Redeemer;
The place of religion in Brazil;

SUMMER TERM 1 2018 Activities Rio de Vida Year 1

Mathematics

Themed to carnival; Brazilian rainforest; counting animals; costumes; masks;
Have carnival bands; share out the instruments; Introduction of multiplication as repeated addition.
Recognise, find and name a half as one of two equal parts of an object, shape or quantity
Compare and sort information related to carnival and rainforest. May also be related to science plant investigation.
Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Design carnival floats; Recognise and name common 2-D and 3-D shapes, including:
- 2-D shapes [for example, rectangles (including squares), circles and triangles]
- 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].

Maps through the forest; Describe position, direction and movement, including whole, half, quarter and three-quarter turns.

Understanding of the World

GEOGRAPHY:

Find Brazil and the major cities on a map.
Compare a Brazilian city with a British city/ town.
Identify the seas of the world that relate to Brazil and South America.

History

The settling of Brazil.
History and beginnings of carnival.
Significant important individuals in the settling of Brazil.

SCIENCE:

Plants and Trees related to rainforest.
Conditions for growth
Seed investigation
Leaf hunt
Variety of plants in a hoop

Computing: Networks and the Internet

Use of search engines to research facts about Brazil; Rio , Carnival.

Use of ICT beyond school

Expressive Art and Design

ART:

Enchanted/ dancing snakes;
Use a range of materials creatively to design and make masks and props to wear and use in the samba train.
Explore the colours of carnival using and maing different materials.

DT:

Design musical instruments to use in the samba train.

Music:

Create rhythm and music using body percussion and instruments made from a variety of materials and used in different ways,