

Literacy

In Hub 3, the children explore core texts as interactive sensory stories. This half-term's text is the traditional tale 'Hansel and Gretel'.

To further enrich the children's learning, the core text is supplemented by a range of supporting texts. This half-term's supporting texts are The King Who Banned the Dark, The Elves and The Shoemaker, The Hospital Dog, Two Monsters and Along Came A Different

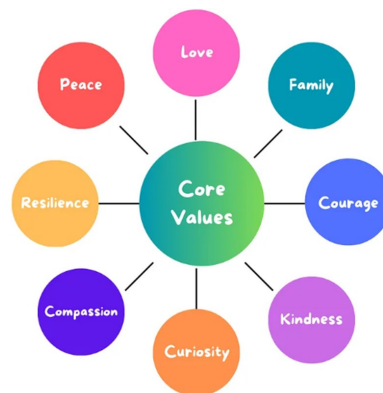


Bucket Time

Hub 3 will access several Bucket Time sessions over the course of the school week. Bucket Time promotes engagement, attention and curiosity, and is a great forum for learning new vocabulary and concepts.

Values

I can identify good and bad choices and understand their consequences



Work Time

Work Time activities are bespoke to each child. Designed to support progressions towards individual targets, Work Time activities are informed by teacher assessment, EHC plans and the input of external professional.

Work Time focuses are designed to address targets in the following areas:

- Communication and Interaction
- Cognitive Development
- Sensory and Physical
- Personal, Social and Emotional

Enrichment

Hub 3 will have a yoga session each Tuesday afternoon with a visiting expert instructor. The children will be encouraged to change in and out of their PE kits as independently as possible and will be supported to access and participate in as much of the lesson as possible. Each half-term, yoga sessions are tailored to deepen the children's understanding of literacy themes and concept words.

Friday afternoons are when Hub 3 will enjoy Djemba drumming lessons with visiting musician, Mr Proctor.

The children will learn and practise a range of musical skills including copying different beats and rhythms, changing tempo and volume and performing alongside familiar songs.

Foundation Subjects

Foundation subjects are taught through a combination of adult-directed and child-lead learning. Using the themes of Shelter and The Three Little Pigs. This half-term, the children will

- Explore maps and how they can be used to find places and objects
- Bake gingerbread biscuits
- Programme BeeBots so that they move around a track
- Work with 'sweet' -inspired materials in Art
- Explore light and dark, shadows and silhouettes in Science
- Create our own magical potions