Design your own 2D / 3D monster Rhyming games – feed rhyming words to Counting Jabberwocky footprints the Jabberwocky! Measuring the length of Jabberwocky Printing patterns Learn, recite and perform Jabberwocky & Collect vegetation and make a living footprints rhyming poems (keyword focus) Build a shelter from the jabberwocky from collage. Word play (Speech and Language) 2D / 3D shapes Create eerie forest music. Multiply the total number of Jabberwocky Learn Makaton signs/symbols for poems Create battle music Create class poems/illustrate scales – repeated groups Create a topical playlist Acrostics using Patterns – using rhyming words / monster Jabberwocky Communication Creativity scales names Burn a candle – discuss feelings. Sensory Room – explore colours that look KS2D Semilike flames. Visit Hinchingbrooke Park and make a Formal Jabberwocky den. Crazy Creatures Feely bag – guess the food that the Topic Make Jabberwocky's lair in the classroom Jabberwocky might eat. Web Create own sensory story involving the / outdoor woodland area. Autumn 2.1 Jabberwocky & Jabberwocky. Rhvmes\* Fire tray – smell things that have been set (3 Weeks) alight by the \*As I was Going To St Ives \*If You Should Meet a **Experiences** Jabberwocky. Crocodile \*The Duck Relationships – which relationships are Paired movement (dance) – create a important? What are the key sequence Move around room to find and match relationships Conflict / conflict resolution – focus on rhyming words (phonics emphasis)

Use swords from Unit 1.1 to act out a

battle with music.

Climbing skills.

Movement

Geography – design a map of the Jabberwocky's world

Myself

Jabberwocky conflict. How should we

Discuss bullying? How does it make you

resolve conflict?

feel (compare to

character

contrasts in

Jabberwocky)

- Research fires.
- Research other monsters (Loch Ness Monster / The Minotaur etc.)
- Insulation How can we keep the Jabberwocky's watery breath warm for further investigation?
- Climate change why are trees important?

Our World

Sensory

Reasoning