

Mortimer St. Mary's Project Overview

		All About Me (2 weeks)		
Rationale The children will begin the project by taking part in a 'Find Someone Who...' icebreaker game to get to know their new classmates better. During the project, the children will learn about the new rules and routines of their school, as well as think about how their own individual characteristics make them valued members of their new environment. They will write their own 'all about me' biographies. In addition, the children will draw self-portraits in the style of Van Gogh. Using the knowledge the children have gained of each other over the course of the project, the outcome will be a real-life game of 'Guess Who?' where the children have to eliminate their classmates based on their characteristics.				
Hook Children will play 'Find Someone Who...' in the classroom, whereby they are given a sheet of characteristics and experiences and have to find someone who matches each of the criteria.		Outcome Now that the children know their class mates better they will plan and produce their own whole year group version of Guess Who!		
Learning Powers Communication and Emotional Intelligence.				
Lead 1: PSHE - Children to develop a tolerance and respect for all of their new classmates and teaching staff. They will learn about and appreciate each other's similarities and differences. (Circle time, 'Find Someone Who...' game.) - Children to explore the routines and rules of their new school, and begin to put these into practise. (Modelled by teachers and older children). - Children will form positive relationships with other members of the school (introduce children to roles and responsibilities within the school including peer mediators, eco councillors and school council). - Children will become		Lead 2: English Children to plan, write and publish their own poems inspired by the poem If I were a ... written by Brian Moses.		Lead 3: Art - Children to use sketchbooks to record their observations (of self) and use them to review and revisit the techniques they have used. - Children to use a range of art and design techniques (sketching, shading, silhouettes, observational drawing and self-portraits) including drawing and painting with a range of materials (pencil and paint) to make a self-portrait. - Children to learn about and appraise the great artist: Van Gogh by looking at his series of self-portraits and analyse/evaluate them.

confident with navigating their way around their new school environment.		
Application Subjects: • ICT – Children to create a self-portrait on Paint. • History – 'My Journey' children to choose 3 or 4 key events in their lives to document as a journey to where they are now.		
Visits and Visitors Children will be new to the school so will be given a tour of St. Mary's school and grounds by their teachers.		
Role Play Playing a game of 'Guess Who', they will be in role as themselves in a life-sized board game.		
Home Learning Write a review of their favourite board game.		