



Minibeasts



Understanding The World

The World

Contrasting environments
Senses - sensory activities, feely bags, sound walk, listening games.
Look at settings for stories is it the same as where we live?
Talk about events in their life and compare them to story characters lives.
Use small world to create own stories and different environments.
Build and construct using a variety of materials.
Keeping safe, how we can keep ourselves safe in different situation and who we can call on to help.
Road safety

People & Communities

Contrasting Environments

Past & Present

Compare life in this country and life in other countries

Forest School

Journeys
Making Dens
Maps
Night and Day

RE

Are clothes and outfits important to religious people?

KUW— Skills based objectives to focus on:

Geography Skills

Talk about the features of their own immediate environment and how environments may differ from one another.
Talk about the features of their own immediate environment and how environments may differ from one another.

History Skills

Understand their place in the world by discussing events in their own lives and that of their family.
Begin to build on future concepts of how things can change and stay the same.

Science Skills

Ask simple questions to find out more
Observe the world around them.
Know similarities and differences in relation to materials.

Physical Development

My space on the carpet.
Body shapes- making shapes with our bodies.
Explore body movements.
Moving to music.
Moving over obstacles.
Pencil control.
Yoga.
Little Movers.
Wiggle Squiggle—gross and fine motor
Dough Disco
Pen Disco
Letter formation.
Finger Gym daily activity
Dough Disco
Encourage self help skills—putting on coats, jumpers etc.

Literacy

Sharing stories
Name Recognition.
Name writing.
Retelling stories.
Recognising print.
Role Play.
Hearing and using new vocabulary from stories, poems, and non-fiction texts.
Sequencing stories.
Identifying our favourite characters and settings in stories.
Make predictions of what will happen next in a story.

Phonics

Acorns will continue their pre Phonics and begin Read Write Inc.
Oak children will continue Read Write Inc.

We will be learning through a core books approach:

The Storm Whale
Shark in the Park
Lost and Found
Flotsam
The Troll
The Rainbow Fish
Commotion in the Ocean
The Lighthouse Keepers Lunch

Week 1

UTW—Making sandwiches
ICT—Logging on to school 360
PSED—How are we different to our friends?
EAD / DT— Observational Drawings

Week 2

UTW—How does a lighthouse work?
ICT—Playing games on school 360
PSED—How are we the same as our friends?
EAD / DT— Sculpture—lighthouse model

Week 3

UTW—Making ice lollies
ICT—Using jlt on the laptop.
PSED—What makes us special?
EAD / DT— Natural materials

Week 4

UTW— Features of a beach.
ICT—Digital Literacy
PSED—Road Safety
EAD / DT— Seaside animals

Week 5

UTW—Seaside past and present
ICT—Use JIIT to make a bar chart.
PSED—Keeping safe online.
EAD / DT— Famous artist

Week 6

UTW—History of pirates.
ICT—Use JIIT to make a bar chart.
PSED—Keeping safe in the sun.
EAD / DT— Making a treasure map.

Week 7

UTW—Looking for signs of summer.
ICT—Use JIIT to make a bar chart.
PSED—Keeping safe in the sun.
EAD / DT— Making a pirate hat.

Personal, Social & Emotional Development.

Daily routines, rules and caring for our resources
Adults model how to use the classroom
Looking after the classroom
Tidying up and sticking to limitations in areas.
Listening and following instructions.
Talking about likes and dislikes/what we are good at, why we are special.
Encourage turn taking, sharing & listening to others
Circle time
Being a good friend
All about me
Likes and dislikes
What we are good at
What makes us different
Keeping Healthy

Mathematical Development

Acorns

Subitising
Shapes and properties
More, fewer
Say one number for each item in order to 5
Counting children at register time
Know that the last number reached when counting a small set of objects tells you how many there are in total
Show 'finger numbers' up to 5
Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5

Oak

Pattern
Adding more
Taking away
Doubling
Halving
Sharing
Odds and Evens

Expressive Arts & Design

Art

Painting.
Painting our favourite characters from stories,
Match movements to music.
Acting out favourite stories in role play area.
Colour mixing
Printing
Explore tools for painting: brushes, rollers, sponges, rags and fingers.

Art and Design skills

Handling and feeling objects and enjoying manipulating materials (play dough, boxes and cardboard)
Constructing, building and destroying (Duplo models and cardboard structures)
Shape and model making using play dough, sand and other similar materials.

Music

Looking at music to express emotions - happy, sad music.
Using percussion instruments.
Music & Movement - use streamers and ribbons to dance
Dancing and moving to music.
Listen to different music and decide which would be best for each dinosaur in the stories.

Computing

To use JIIT program to create simple bar charts of information
Talk about good and bad choices when using websites - being kind, telling a grown up if something upsets us & keeping ourselves safe by keeping information private. (Digital Literacy)
To log onto school 360 using EYFS log in and access games
To use a range of devices to take and create pictures.

Communication and Language

Talk about behaviour and feelings in stories/characters.
To respond to a variety of role play situations act out stories increasing vocabulary and learning to express themselves clearly
Think about feelings, events, rules and routines
Ask and answer questions about stories.
Join in with stories and rhymes.
Communication and language through story telling e.g. Retell favourite story and say why. Talk about story openings and endings—once upon a time, happy ever after do they always begin and end like this?