Spring 1: 1 week: New Year & Pantomime & 4 weeks: Day & Night– Earth and beyond

PRIME AREAS

Communication & language

(*Listening, attention & understanding * Speaking)

Show and Tell

Introduce new topic

To listen to stories, accurately anticipating key events and responding to what they hear with relevant comments, questions or actions.

To use vocabulary and forms of speech that are increasingly influenced by their experiences of books.

To begin to understand and answer how and why questions Acting out the stories

Discuss the dark -how does it make them feel

Personal, social & emotional Development

(*Self regulation *Managing Self *Building Relationships)
Confident to try new activities and show independence,
resilience and perseverance in the face of challenge
Kindess

Acceptable and unacceptable behaviour Giving and receiving compliments

Physical development

(*Gross motor* Fine motor)

Develop good core muscle strength to enable a good posture for sitting on a chair at a table / Develop preference for a dominant hand/holding a pencil/ mark making /ability to form recognisable letters -different pens and paper: around provision: indoor and outdoor / writing trolley/ clipboards/

Awareness of space and of self

Playdough

Funky fingers-threading etc

Create a dark cave with den making equipment

Owls and mice game

Mime day and night routines and guess what they are

Digging using shovels & rakes

Blocks, crates, planks, tunnels etc for obstacle courses

SPECIFIC AREAS

Key texts: Various fiction and non-fiction in the genre New Year, pantomime and day and night

Literacy

(*Comprehension,*Word Reading *Writing)
Continue developing understanding of five key
concepts about print (print has meaning, it can have
different purposes, we read English from left to right
and top to bottom, the names of the different parts of
a book and page sequencing)

Phonological awareness-rhyme, initial sounds, syllables Continue developing segmenting for blending & segmenting for spelling

Continue developing ability to use their phonic knowledge to write words in ways which match their spoken sounds.

To write some irregular common words

Mathematics

(*Number *Numerical Patterns)

Introduce zero

Find 0 to 5

Subitise 0 to 5

Represent 0 to 5

Compare mass

Find a balance

Explore capacity

Compare capacity

Find 6,7,8

Represent 6,7,8

1 more

1 1000

Composition of 6, 7, 8

Understanding the world

(*Past & Present, *People, Culture & Communities

*The Natural World)

Why does night and day happen? Discuss sun, moon & earth and their relationship. Watch cartoon video with Seymour Science about Day and Night

https://www.bbc.co.uk/bitesize/topics/zkvv4wx/articles/ztdnyrd

Bedtime routines-How are they similar?

Nocturnal & Diurnal animals-Discuss the differences/How do nocturnal animals adapt?

Sorting the nocturnal/diurnal animals

Sorting out day and night time items e.g pj's, cereal etc Earth and the solar system

Expressive arts & Design

(*Creating with materials *Being imaginative & Expressive)

Listen to lullaby music to represent night time/busy music to represent day time

Don't blame it on the boogie (Day & Night fact song) Clay nocturnal animals

Create an alien

Colour mixing