

# Around the world

	Prime areas			Specific areas			
<u>Blue Books</u>							
Week/ Date	<u>PSED</u> Including PSHE/RE	<u>Physical development</u> PE	<u>Communication &amp; language</u> Speaking & listening	<u>Literacy</u> See separate plan for differentiation	<u>Mathematics</u> See separate plan for differentiation	<u>Understanding the World</u> Sc, Hist, Geog, Computing,	<u>Expressive Arts and Design</u> Art, Music, DT, Computing
<b>1</b> 5-6 Jan.	Settling back in-remind of traffic lights system golden rules and expectations etc.  Discuss memories of 2016 - New Year 2017 and resolutions (promises).	Outdoor action songs.	Joining in with story - confident to say repeated refrains without support. Adapting voice. Who lives in a castle? Small world play - castles/homes. Role-play-different characters.	<b>Rumplestiltskin</b> <b>Imitation</b> <b>Role play area-Castle</b> Starter day-Learn story. Read and share different "castle" stories. Miller- use flour and other ingredients to make different types of dough.	Revise and consolidate 2d shape and 3d shape names and properties. Revise and consolidate halves and quarters of basic shapes.	2 day week - INSET Introduction to new topic- Around the world. What is the world? Explore maps, globes and atlases, make the world and other planets. Look at the sun, moon and Earth.	Character painting for Talk for writing story. Use straw.
<b>2</b> <b>Red</b> 9-13 Jan.	Who am I? Make shields-recognising own likes/dislikes and features of self.	<u>Forest school</u> Den building  Building with bricks and blocks.  <b>Sports coach</b>	Answer why questions related to story and topic eg Why did Rumplestiltskin want lots of gold? Say "because" properly. Simon says games - Follow instructions-sequencing beginning, middle and end (first, next and finally).	<b>Imitation</b> Retell story and draw story maps. Identify the opening and ending. Share other castle stories to find openings and endings. Read and write sentences. Find in text. Cut and re-order. Groups <b>Innovation</b> Change the opening and ending of the story to include being set in different homes.	Revise time vocabulary. <b>Measures-Compare,</b> describe and solve practical problems for length and height. Measure and begin to record lengths and heights.	Homes and houses- what is a home? Do all people around the world live in houses? Collect and discuss pictures of igloos, caravans, barges, caves, huts, castles, flats, tents etc to extend vocabulary. Label house parts. Look at a brick house. Explore and name basic building materials. Discuss their purpose.	Building a house- use a variety of different construction toys. Revise wall and brick patterns to make a strong wall. How are bricks made? What are they made from? Make a 3d house model or painting. Computing - planning an algorithm. Use beebots and houses.

<p><b>3</b> Yellow 16-20 Jan.</p>	<p>Where do we belong? Relationships-family stories. What other groups do we belong to? Religious families-explore RE costume and churches play.</p>	<p><u>Travelling &amp; pathways</u> large apparatus. Basic balance and climbing. Revise safety rules.  Threading activities.</p>	<p>Retell innovated story in small groups, continuing in story circles. Use and follow descriptive vocabulary eg what am I game. Give instructions to partners.</p>	<p>Each group retell their story with group innovations. Draw story maps. Practise saying and spelling key vocabulary. <b>Invention.</b> Write story in three parts from story maps.</p>	<p>Addition Add 2 single digits using concrete methods and pictorially. Add a single digit to a 2 digit number to 20 concretely and pictorially.</p>	<p>Inside our homes. Identifying and naming rooms. Sorting items into categories to match each room. Labelling items and explaining purpose.</p>	<p>Small world play with different types of houses and homes. Explore and sort materials by texture eg rough like bricks etc. Computing - 2 Simple 2 go- use flower screen to learn to manoeuvre.</p>
<p><b>4</b> Blue 23-27 Jan.</p>	<p>Our Puppet friends-continue to recognise feelings. Develop a vocabulary to express their feelings. Make feelings boards.</p>	<p><u>Forest school</u> Animal shelters  Using a knife and fork. Pattern blocks Rolling and printing clay tiles.  <b>Sports coach</b></p>	<p>Retell text - understand difference a story and instructions (fiction and non-fiction). Story circles-listening to others to know when to take turn.</p>	<p><b>NF-Instructions &amp; labelling</b> <b>Imitation-How to make a "gold brick" out of shortbread.</b> Starter day-making shortbread gold bricks. Retell instructions. Write labels. Draw and sequence text maps.</p>	<p>Addition- begin to represent and use number bonds to 10, concretely and pictorially. Introduce part-part whole. Begin to work out the value of a missing number.</p>	<p>Kitchen- appliances and utensils. Making food and using knives and forks. Washing up. Fridges and freezers-experiments with food.</p>	<p>Making shortbread "gold bricks". Explore waterproof materials - make clay tiles, printing designs. Computing - 2 Simple 2 go - challenge the children to create 2d shapes.</p>
<p><b>5</b> Green 31 Jan - 3 Feb</p>	<p>How do I feel? - begin to understand how to deal with feelings in a positive way.</p>	<p><u>Travelling &amp; pathways</u> large apparatus. Jumping on, off and over. Revise safe landings.  Threading. Washing up. <b>Sports coach</b></p>	<p>Retell innovated text. Use voice confidently to express ideas about bedtime. Ask and answer questions about breakfast, listening to peers and responding.</p>	<p><b>Innovation-How to make a "golden egg sandwich"</b> Make sandwiches, label ingredients, innovate text map. Practise writing key vocabulary. Say and write text.</p>	<p>Subtraction Subtract 2 single digit numbers concretely and pictorially. Subtract a single digit from a 2 digit number to 20 concretely then pictorially.</p>	<p>Bedroom- night time routines. The importance of a healthy breakfast. Cooking eggs in different ways. Brushing teeth.</p>	<p>Cooking eggs in different ways. Have breakfast at school, washing up. Explore watery art - eg marbling &amp; bubble blowing Computing - create a route for the car around the town.</p>
<p><b>6</b> 6-10 Feb.</p>	<p>What makes a friend?- begin to understand that other people have feelings, and that their feelings affect others.</p>	<p><u>Forest school</u> Bird feeders  Weaving. Washing clothes. <b>Sports coach</b></p>	<p>Taking turns in conversation-through role-play area, telephones etc.</p>	<p><b>Assessment week</b> Writing assessment books. Sentence activities tricky word games. Prepare next story- How Tortoise got his shell (setting).</p>	<p>Subtraction Begin to use related subtraction facts for number bonds to 10. Continue to use part-part whole.</p>	<p>Bathrooms, hygiene and self-care. Brushing teeth. Washing clothes. Washing dolls and dolls clothes.</p>	<p>Small world community/town play set. Explore watery art - eg marbling &amp; bubble blowing. Computing- Use action cards to plan and debug.</p>

