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| **SPRING TERM PLAN 2020** | | | | | | | |
|  | **Prime Areas** | | **Specific Areas** | | | | |
| **Date and coordinated book.** | **Personal, Social and Emotional Development (PSED)** | **Physical Development**  **(PD)** | **Understanding the World**  **(UTW)** | | **Expressive Arts and Design**  **(EAD)** | **Mathematics** | **Literacy** |
| **W/C 20/1/20 – The Smiley Shark** | RECALL  Aim: To listen to smiley shark and then recall key details of the story. | UNDER THE SEA MOVEMENTS  Aim: To develop gross motor movements by carrying out exercises and actions. | INVESTIGATING REAL FISH  Aim: To use magnifying glasses to look closely at a fish and it’s body parts. | | DECORATE A FISH  Aim: To be creative and design their own fish using a variety of media. | BUILD A FISH  Aim: To support children’s dice recognition and counting skills. | PHONICS   * Listening Bag * Chinese Whispers * Who am I? * I Spy * Letter Lotto * Opposite Puzzles   STORIES  A selection of stories will be added to the weekly plans.  WRITE DANCE  A music and movement based programme that develops gross and fine motor skills required for mark making and writing.  MARK MAKING  We will use:   * Salt Trays * Chalks * Crayons * Pencils * Mops   POEMS AND ALLITERATION  We will select a weekly poem and include the children in the selection process.  SONGS AND RHYMES  We sing songs and rhymes daily to reinforce literacy and numeracy development. |
| **W/C 27/1/20 – The Bear who went Boo!** | I AM A POLAR BEAR  Aim: To listen to their peers and find the corresponding animals. | BUILDING WITH MARSHMALLOWS  Aim: To develop children’s fine motor skills by manipulating spaghetti and marshmallows. | RESCUE MISSION  Aim: To predict methods of freeing the Duplo man and then testing their ideas. | | MAKING SNOW  Aim: to explore and describe a new texture. | MAGNET FISHING  Aim: To recognise numbers 1-5 and count out the corresponding number of fish. |
| **W/C 3/2/20 – Florence Frizzball** | SELF PORTRAIT  Aim: To look closely at their features and celebrate differences. | LARGE MOVEMENTS  Aim: To explore different ways of moving. | SNIFF POTS  Aim: To identify different smells and tastes. | | DESIGN A FACE  Aim: To create a funny face using a variety of media. | Lotto Game  Aim: To match body parts and work out how many they have. |
| **W/C 10/2/20 Mad about Dinosaurs** | DINO FOOTPRINT PAINTING  Aim: To take turns and share resources fairly. | FOOTPRINT HUNT  Aim: To find the footprints and carry out the requested action. | DIGGING FOR BONES  Aim: To hunt for objects in the sand, talking about how some objects can decay and change over time. | | DINO YOGA TO MUSIC  Aim: To move and balance to music. | MATCHING DINO SHAPES  Aim: To match objects together and count them. |
| **W/C 17/2/20** | **HALF TERM** | | | | | |
| **W/C 24/2/20**  **Kitchen Disco** | FEELY BAGS  Aim: To talk about similarities and differences in objects, to be able to discuss own preferences | CHOPPING FRUIT  Aim: Learn how to safely use knifes and develop fine motor skills and control | OBSERVING APPLES  To develop an understanding of decay and be able to discuss and observe how things change over time. | FRUIT PRINTING  Aim: To experiment using different textures in their mark making | | COUNTING PIPS  Aim: To be able to count numbers in a set. |
| **W/C 2/3/20** | CIRCUS THEMED WEEK | | | | | |
| **W/C 9/3/20** | SCIENCE WEEK | | | | | |
| **W/C 16/3/20** | OPEN WEEK – TEAM GAMES | | | | | |
| **W/C 23/3/20** | RHYMING WEEK | | | | | |
| **W/C 30/3/20** | EASTER FUN! | | | | | |