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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** | RECALLAim: To listen to smiley shark and then recall key details of the story. | UNDER THE SEA MOVEMENTSAim: To develop gross motor movements by carrying out exercises and actions.  | INVESTIGATING REAL FISHAim: To use magnifying glasses to look closely at a fish and it’s body parts.  | DECORATE A FISHAim: To be creative and design their own fish using a variety of media.  | BUILD A FISHAim: To support children’s dice recognition and counting skills.  | PHONICS* Listening Bag
* Chinese Whispers
* Who am I?
* I Spy
* Letter Lotto
* Opposite Puzzles

STORIESA 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 MAKINGWe will use:* Salt Trays
* Chalks
* Crayons
* Pencils
* Mops

POEMS AND ALLITERATIONWe will select a weekly poem and include the children in the selection process. SONGS AND RHYMESWe 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 BEARAim: To listen to their peers and find the corresponding animals.  | BUILDING WITH MARSHMALLOWSAim: To develop children’s fine motor skills by manipulating spaghetti and marshmallows.  | RESCUE MISSIONAim: To predict methods of freeing the Duplo man and then testing their ideas.  | MAKING SNOWAim: to explore and describe a new texture. | MAGNET FISHINGAim: To recognise numbers 1-5 and count out the corresponding number of fish.  |
| **W/C 3/2/20 – Florence Frizzball** | SELF PORTRAITAim: To look closely at their features and celebrate differences.  | LARGE MOVEMENTSAim: To explore different ways of moving.  |  SNIFF POTSAim: To identify different smells and tastes.  |  DESIGN A FACEAim: To create a funny face using a variety of media.  | Lotto GameAim: To match body parts and work out how many they have.  |
| **W/C 10/2/20 Mad about Dinosaurs**  | DINO FOOTPRINT PAINTINGAim: To take turns and share resources fairly.  | FOOTPRINT HUNTAim: 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 MUSICAim: To move and balance to music.  | MATCHING DINO SHAPESAim: To match objects together and count them. |
| **W/C 17/2/20**  | **HALF TERM** |
| **W/C 24/2/20****Kitchen Disco** | FEELY BAGSAim: To talk about similarities and differences in objects, to be able to discuss own preferences | CHOPPING FRUITAim: Learn how to safely use knifes and develop fine motor skills and control | OBSERVING APPLESTo develop an understanding of decay and be able to discuss and observe how things change over time. | FRUIT PRINTINGAim: To experiment using different textures in their mark making | COUNTING PIPSAim: 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! |