

Islands

Launch: Stranded!

Endpoint: Pirate day at Danbury

Visits/ visitors:

Summer Term 1
Foundation Stage
April/May 2023

Understanding the World

Show respect and tolerance when our friends believe something different.

Discuss history through our stories. Look at and discuss how ships and boats have changed through history.

Build bridges, ships and boats and talk about why they are needed and how have changed.

Link to PSED and environmental issues.

Use Why, How, Where, Do? Perform simple tests using water in groups or as a whole class

RE—Noah's Ark focus

Map work—look at different maps then create and follow a map.

Questions linked to water experiments—What can water do?

ICT

To use a computer to search for information and know how to safe online.



Personal, Social and Emotional Development

Understand their own feelings and the feelings of others.

Set, complete and solve problems individually and with others.

Explain the reasons for rules and know right from wrong.

SCARF

Understand they can make a difference and have impact on the world.

Communication and Language

Describe and talk about events, observations about the natural world.

Think about how and why environmental issues arise linked to water wastage. Solve problems together.

To discover all about Christopher Columbus and Blackbeard the Pirate

Physical

Pen Pals— curly caterpillars, zig-zag monsters

Coaches — Multi-Skills (Friday pm)

Literacy

Little Wandle: short vowels sounds in CVCC words endings: ing/ed/est

Tricky words: said, so, have, like, some, come, love, do, were, here, little, says, there, when, what, one, out, today

Quality Texts: Once upon a raindrop, Pirate Mums, Are you the Pirate Captain?, Billy and the Pirates.

Visual Literacy— Finding Nemo.

Non-fiction texts relating to Christopher Columbus and Blackbeard.

Write sentences and begin to use capital letters, full stops and finger spaces.

Infer why things happen in stories.

Maths

Use subitising skills to explore number patterns including doubles, 1 more and number bonds within 10.

Counting from different starting numbers, sometimes beyond 20..

Explore number bonds up to 10.

Use a clock to recognise o'clock and half past the hour.

Distinguish between the minute and hour hands on the clock face.

Expressive Arts and Design

Be able to listen attentively, move to, and talk about music, expressing their feelings and responses.

Understand music can be written and begin to use musical symbols

Make props and use them to retell historical events adventure stories.

Make a pirate t-shirt to wear on our school trip.

