

Personal, Emotional, Social Development

- To take responsibility for their work space and equipment.
- Caring for our class tadpoles and plants.
- Taking turns and learning we can't always be the winner in a race.
- Recognise the symbols associated with Easter.
- Learning how to be considerate and kind towards others.
- Attending wider school events e.g. whole school assembly.
- Celebrating special occasions; birthdays, star of the week, special person, Shrove Tuesday, Mothers Day.
- Show curiosity and interest in the natural world going on a spring walk, visiting allotments, planting and growing beans.

Understanding the World

- Visiting the allotments to develop our understanding of the world around us.
- Interviewing a gardener to find out how to care for plants and use tools correctly.
- Planting seeds and caring for them.
- Learning the Easter story and celebrations.
- Learning about the properties of materials, going on a material hunt.
- To make simple plans for our models to refine and improve them, from both construction and recycled materials.
- Investigate which materials are waterproof.
- Spring – finding out about new life, spring walks.
- Observing changes in our local environment.
- Independently logging on and off the computer.
- Exploring pushing and pulling
- Use a digital camera to take photos of signs of spring.
- Making bird feeders as part of the Schools Big Birdwatch
- Make story maps/ treasure maps linked to fairy stories.

Expressive Arts and Design

- Music: Exploring instruments to recognise repeated sounds
- Learning new songs.
- Simple notation.
- Role play areas; shoe shop, giant house, farm shop
- Focus artist: Claude Monet to explore using thick paint and different sized paint brushes.
- Multi media spring flowers: paint, pastels.
- Observational drawing of daffodils/snowdrops
- To explore weaving and sewing using a running stitch.
- Using a range of recycled goods, embellishments to design and make.

Spring Term 2nd Half Medium Term Plans ONCE UPON A TIME

Physical Development (Fundamentals)

- Using a simple running stitch on hessian.
- Making large structures in the garden.
Digging and preparing the garden for Spring
- Gym :travelling and taking weight on different body parts.
- Bee fit activities jumping, balancing and rolling.
- Developing pencil control/ fine motor control through funky finger and handwriting sessions.
- Finding out ways to keep fit and healthy
- Moving at speed on the wheeled equipment, avoiding obstacles and stopping safely
- Use the adventure trail to travel around, under, over and through the equipment
- Encouraging team work in small games e.g. hockey, football, basketball.

Communication and Language

- Develop and use 'star words', extending and introducing new vocabulary
- Extend, use and explore vocabulary throughout the day and in dedicated talk time
- Describing fairy tale characters.
- Role play opportunities linked to the texts 'The Elves and the shoemaker' (shoe shop), and a giant's house linked to 'Jack and The Beanstalk'.
- Story telling opportunities through the puppet theatre and small world resources
- Taking part in a live theatre production,
- Interviewing experts to find out information.
- Making friends with an elf/puppet and describing their likes/dislikes etc
- Spring walk –explaining seasonal changes
- Use of speaking/listening book
- Singing/ action rhymes, learning poems and following sound patterns

Literacy

- Writing opportunities –writing instructions on own seed packets/making bird feeders.
- Comparing story books and non-fiction books.
- Using non-fiction books to find out information to help us grow and care for our bean/ sunflower.
- Making our own information book
- Continue introducing phonemes and digraphs.
- Word building using phonic knowledge.
- Introducing high frequency words.
- Continuing a rhyming string
- Handwriting focus letters of the week

Mathematics

- Time – yesterday, today, tomorrow – using measures
- Representing, Comparing and Composition 9, 10
- Comparing numbers to 10
- Number bonds to 10
- 3-D shape –naming and describing 3D shape
- Repeating patterns