

Spring Term 1

People who help us/mini scientists

(These are just ideas, they may change based on the children's interests and needs)

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Theme: People who help us Firefighters	Theme: People who help us Doctors and Nurses	Theme: People who help us Police	Theme: People who help us Who helps you?	Theme- Mini scientists Sinking and floating	Theme- Mini Scientists Changing matter

Literacy

Drawing club: Zog Character- What animal? Setting- Where is the school? Adventure- What does it need to learn?	Drawing club: Zog the flying doctor Character- who needs help? Setting- Where are they? Adventure- What do you give them?	Drawing club: The detective dog Character- animal Setting- what's gone missing? Adventure- where is it?	Drawing club: Dr Ranj superhero Character- what do you want to be? Setting- where do you work? Adventure- How are you going to help?	Drawing club: Mr Gumpy's boat Character- who had a boat? Setting- where was the boat? Adventure- who got on the boat?	Drawing club: The tiger who came to tea Character- who came to tea? Setting- where are they? Adventure- what did they eat?
Phonics- Little Wandle Week 7	Phonics- Little Wandle Week 8	Phonics- Little Wandle Week 9	Phonics- Little Wandle Week 10	Phonics- Little Wandle Week 11	Phonics- Little Wandle Week 12
Writing area: Phase 2 diagraph words read and write on flames	Writing area: Phrase writing orange paper and	Writing area: Colourful pens and papers	Writing area: Thank you cards	Writing area: Tricky word board game	Writing area: Phase 3 tricky word watches Leave game out

	pictures for support			Phase 3 match word to picture	
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Maths

Maths- NCETM Week 12	Maths- NCETM week 13	Maths- NCETM week 14	Maths- NCETM week 15	Maths- White Rose: capacity	Maths- White Rose: Shape
Maths area: Subitising roll the dice and write it	Maths area: Aliens and flying saucers song and 5 frame	Maths area: More or less hands and counters	Maths area: Roll a dice make a tower Add one more what is your number?	Maths area: Objects, different sized containers investigate Make own balance	Maths area: Measure yourself in cubes Body, hands, feet

Knowledge and understanding of the world

KUW: Call 999, phone, notebook Who? Where? What?	KUW: Doctors and nurses bag, what is in it, role play Video to show inside a hospital	KUW: Finger prints Visit from police Police pictures for discussion, magnify glass	KUW: When I grow up I want to be drawing and writing	KUW: Floating and sinking investigations	KUW: Pancake making (liquid to a solid) Ice warm water, salt, Hammers (solid to a liquid) Bicarbonate of soda and food colouring- investigate
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Expressive arts and design

Creative area: Junk modelling-fire engine	Creative area: Skelteton pictures cotton buds	Creative area: Policeofficer cut, stick, colour Paperplate police face and hat	Creative area: Paint who helps them (people shape focus)	Creative area: Make a boat	Creative area: Colour mixing wheels paper plates Playdoh pancake making
Music: I can follow a rhythm	Music: I can follow a rhythm	Music: I can follow a rhythm	Music: I can follow a rhythm	Music: I can follow a rhythm	Music: I can follow a rhythm

Personal, social and emotional development

PSHE Healthy and Safer Lifestyles 2 Keeping Safe including drug education	PSHE Healthy and Safer Lifestyles 2 Keeping Safe including drug education	PSHE Healthy and Safer Lifestyles 2 Keeping Safe including drug education	PSHE Healthy and Safer Lifestyles 2 Keeping Safe including drug education	PSHE Healthy and Safer Lifestyles 2 Keeping Safe including drug education	PSHE Healthy and Safer Lifestyles 2 Keeping Safe including drug education
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Physical development

Gross motor skills: Dance	Gross motor skills: Dance	Gross motor skills: Dance	Gross motor skills: Dance	Gross motor skills: Dance	Gross motor skills: Dance
Fine motor skills: Spray bottle, flames Nuts and bolts	Fine motor skills: Operation game	Fine motor skills: Peg boards 2d shape recap	Fine motor skills: Dentist teeth, toothpaste keeping teeth healthy	Fine motor skills: Rescue the sinking animals tweezers	Fine motor skills: Gloop (liquid to a solid based on pressure), small spoons

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