

Rushton Primary Early Years Topic Web 2017-2018

Personal Social Emotional Development

Objectives

- Explain own knowledge and understanding and ask appropriate questions of others.
- Can describe self in positive terms and talk about abilities
- Begin to be able to solve problems without aggression e.g. when someone takes their toy.

Activities

- Discussions/chatty partners about people who help us/who are our super heroes
- Talk about what makes us super- what are we good at
- Activities based on sharing- children solve problems/negotiate when supported by an adult then independently.



Communication and Language

Objectives

- Listen in a range of activities
- Understand humour e.g. nonsense rhymes/jokes
- Able to follow a story without pictures/prompts
- Use language to imagine and recreate roles and experiences in play situations
- Introduce storyline or narrative into play.

Activities

- Listening activities linked to superhero theme
- Funny stories/joke telling/nonsense rhymes- forest school/before lunch times etc. Stories based on topic told to children without and pictures- can children re-tell/follow the story?
- Role play area- super heroes/ other areas for role play to give language opportunities

Expressive Art and Design

Objectives

- Begin to move rhythmically and use movement to express feelings
- Experiment to create different textures
- Select appropriate resources and adapt work where necessary
- Initiate new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences

Activities

- Dance in PE and short bursts- children to move in response to music and to express feelings
- Art activities allowing to create texture and giving children opportunity to chose own resources and change designs
- Children to make up own dances using own ideas.



Autumn 1 Super Heroes



Physical Development

Objectives

- Use simple tools to change effects to materials
- Begin to use anti clockwise movements and retrace vertical lines
- Jump off objects and land appropriately
- Observe effects of exercise on bodies
- Show understanding of how to transport and store equipment safely.

Activities

- Forest schools- tool activities e.g. potato peeling whittling, bow saw making, loppers to cut twigs.
- Handwriting on large scale- letter formation and pre-writing formation (shapes and lines)
- PE sessions/outdoor assault course - jump and land
- Safety discussions/risk assessment- forest school/ other activities where equipment must be transported safely.

Maths

Objectives

- Recognise numerals 1-5 then to 10.
- Counting objects to 10 then beyond 10
- Estimate how many objects in a set and then check by counting
- Find one more/one less from a group of 5 then 10
- Record using marks they can interpret and explain
- Begin to use vocabulary involved, in adding and subtracting in practical activities.
- Use mathematical names and terms to describe shapes.
- Order items by weight or capacity.

Activities

- Kung Fu numbers- number recognition
- Counting evil peas/super hero themed counting activities
- Estimating amounts of objects and counting them to check
- One more/less and adding and subtracting with items them using pictures/marks
- Making number labels for areas of the classroom
- Super hero shapes games- properties (2D)
- Weighing items sent from the super heroes

Literacy

Objectives

- Continue a rhyming string
- Segment sounds in simple words and blend them together
- Hear and say initial sounds in words
- Enjoy an increasing range of books
- Know information can be retrieved from books and computers
- Use some clearly identifiable letters to communicate meaning

Activities

- Writing signs for our classroom/role play
- Handwriting sessions to support formation
- Letters to characters e.g. Evil Pea/spider man etc.
- Reading secret messages from super heroes
- Super hero themes books and stories
- Find out about people who help us using books and computers
- Rhyming string games

Understanding of the World

Objectives

- Complete a simple program on a computer/engage with age appropriate ICT software
- Know information can be retrieved from computers
- Enjoy joining in with family customs and routines
- Look closely at similarities. Differences. Patterns and change.

Activities

- Divali Hindu (19.10.17) activities
- Circle times- family/home/tradition discussions
- Forest schools activities based on change/pattern/similarities
- Beebots move to super heroes
- IWB games to support learning in classroom
- Using computers to find out information