

Physical Development

Moving and Handling :

- * Develop cutting skills
- * Loose parts play
- * Parachute games
- * Large movements outdoors
- * PE focus—

Health and Self care :

- * Recognising how we use materials and resources safely
- * Explore how we keep our bodies healthy

Personal, Social and Emotional Development

Making Relationships:

- * Friendships potions—what do we need to do to be a good friend?
- * Develop our ability to listen to others and their ideas
- * Positive interactions with others in play

Self confidence and self awareness :

- * Talk about plans for activities and investigations
- * Discuss what we are good at, what we would like to do better
- * Talk about things we find hard or dislike

Managing feelings and behaviour :

- * Discuss how characters in our stories feel, when do we feel like this? How could we help?
- * Friendships potions—how do we behave?

Communication and Language

Listening and attention :

- * Listen to range of stories and non-fiction texts about magic, witches and dragons
- * Join in with patterned language— Room on the Broom
- * Listen to others—adults and friends

Understanding :

- * Order stories and answer questions 'how' or 'why' linked to the story
- * Follow instructions and expectations—playing board games

Speaking :

- * Making plans about activities, investigations
- * Playing board games with friends—taking turns

Literacy

Reading—

Individual reading with adult (PM)

Shared texts—

Books—

- * Room on The Broom
- * The Magic Paintbrush
- * A Magical Muddle
- * Funnybones

Writing—

- * Caption and sentence writing daily
- * Create own books
- * Label the characters, potions, ingredients
- * Letter formation practice—handwriting scheme
- * Wipe boards and pens available daily—free writing
- * Write instructions for potions

Theme 'Hocus Pocus' Summer Term I



Maths

Numbers :

- * Counting and comparing a variety of resources
- * Number recognition—0-10, 0-20 if appropriate
- * Ordering numbers 1-20
- * Counting forwards and backwards to 10/20 through song and rhymes
- * Sharing and halving objects and numbers
- * Using numberlines—addition and subtraction

Shape, Space and Measures :

- * Sharing and halving objects and numbers
- * Recap on naming 3D shapes—can we make a models?
Can we describe the shapes?
- * Capacity—filling potion bottles

Characteristics of effective learning

Playing and exploring

- * Showing curiosity with new objects, textures
- * PDR sessions - enabling chn to initiate their own play and interests

Active Learning

- * Famous artist focus - paying attention to details
- * New outdoor provision—learning about new equipment

Creating and Thinking Critically

- * Investigate materials by testing ideas, theories and predictions
- * Outdoor provision

Understanding of the World

People and communities :

- * Identify differences between people, friend, characters
- * Discuss Easter holidays with families and record

The World :

- * Seasonal changes—observe and discuss changes (spring)
- * Construction equipment
- * Changes in potions—experiments—colour changes, fizzy reactions
- * Explore magnets—what is attracted/repelled?
- * Investigate bouncy magnets

Technology :

- * ICT—Glow pads—independent writing
- * Interactive screen—various click and drag games
- * Use google for information finding
- * Photocopier—uses in school

Expressive Arts and Design

Exploring and using media and materials:

- * Use different painting materials such as forks to change style
- * Look at famous artists and work in their style—Kandinsky's circles
- * Bubble painting

Being imaginative :

- * Role play—retell story using puppets
- * Loose parts provision—what have you made?
Can you write your name?
- * Investigate making wands—what can you use? Can you label it?
- discuss length and shape

We will learning about the artist Kandinsky. We will create our own version of his famous 'Circles'

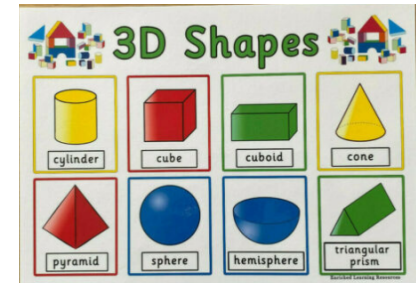


Reception— Hocus Pocus

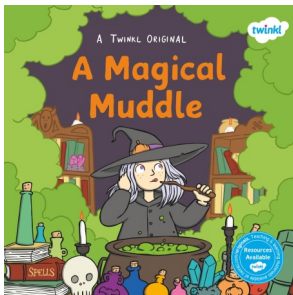
We will learning about magnets and what is attracted or repelled



We will recapping the 3D shapes and using them in our building activities. We will be talking about the terminology to describe the shapes.



We will be exploring potions through our story of The Magical Muddle.



Magical Muddle-
a confused potion

Challenge
Can you think of a muddle that might happen?

Magnets—
A piece of metal that can pull certain types of metal toward itself.

We will answering 'how' and 'why' questions about our stories.



We will exploring ordering numbers 1-10 then 1-20. Can we make a pattern of counting in 2's?

