

Understanding the world

- Pond dipping
- Life cycles
- Looking at change
- Similarities and differences in living things.
- Observing plants and animals
- Zoo animals
- Farm animals
- Mini beasts
- Visit to Chester Zoo
- Planting seeds
- Immediate environment
- Conditions for growth

Music

- Music express
- Pitch
- Loud and quiet
- Music and movement
- Marching band
- Sound patterns
- Circle games
- Singing – ‘The hungry caterpillar’ and ‘If I were a butterfly’

Physical development

- outdoor play
- investigating the environment
- team games
- multi skills
- sports day activities
- digit dancing
- squiggle while you wiggle
- recognising how to keep healthy
- dough disco
- parachute

Come and See

- Sharing our good news
- Pentecost celebration – Easter garden
- Make a friendship chain
- Invite children to talk to Jesus their friend.
- Explore God’s wonderful world

Communication Language and Literacy

- Writing about life cycles
- Rhyming word activities
- Pond – dipping
- Dear zoo writing
- Our visit too....
- Hungry caterpillar
- Frogs and Butterfly stories
- Sam plants a sunflower
- Planting a seed
- Circle time
- Role play
- Show and tell

The journey of life

How do plants and animals change?

Technology

- I – pads
- Digital camera – (photography)
- Symmetrical butterflies
- Using paint programmes
- Programmable toys

PSED

- Caring for our school and everyone in it.
- Buddies
- Stay and pray
- Circle time
- Transition
- Time to talk
- Caring and sharing time
- Positive interaction
- Team work

Expressive arts and design

- Role play
- Collage
- Painting
- Cutting and sticking
- Sunflowers – variety of media
- Role playing stories
- Mask - making
- Symmetrical butterflies
- Mini beast models
- Construction
- Small world
- Malleable materials
- Junk model making

Mathematics

- Recognition to 20 and beyond
- Problem solving
- 3d shape
- Estimating
- Money
- Symmetry
- Learn its
- Doubling, halving and sharing
- Number songs and rhymes
- Using a number line
- Using a hundred square
- Addition
- Subtraction
- More /less
- Ordering numbers