

## Maths

Nursery – counting up and back to 10, recognising numerals to 5/ 10, 2D shape, repeating patterns, practical addition

Reception – counting to 20 and beyond, ordinal numbers, estimating, sorting and describing 2D shapes, 1 and 2 more, mental addition, counting on, repeating patterns and symmetry

## Expressive Art and Design

Create a variety of vehicles using different materials, including construction kits and wood.

Role play around transport themes e.g. train station, construction sites, farm.

Fantasy vehicles using art programs on the PCs.

## Personal, Social and Emotional Development

Seal (whole school) – Going for Goals

Circle time activities.

R.E. – Stories Jesus Told, Chinese New Year



## Spring Term 1, 2018 Transport and Vehicles

### Communication and Language

Listen and respond in a range of situations, showing increasing confidence. Follow instructions, including to make a vehicle out of construction. Give simple instructions to other children to make vehicles. Talk about own experiences, including from the past, and listen to others, making connections and understanding differences. Ask how and why questions, including relating to purpose and function (vehicles). Show interest in new vocabulary.

## Literacy

Author Focus – Julia Donaldson

Nursery – Letters and Sounds Phase 1, Aspect 3 – general sound discrimination, body percussion

Reception – Letters and Sounds Phase 3 – vowel digraphs, tricky words, blending for reading, segmenting for spelling, reading and writing captions and sentences.

## Understanding The World

Learn about a range of different vehicles with different uses and functions, including learning new names and words and showing an understanding of similarities and differences.

Consider transport locally and in a wider area – how do people travel and why might this be different.

How has travel changed over time and how might it change in the future?

Use computers to create fantasy vehicles, considering function and design.

Reception Science - Identify and name common materials, testing properties of materials

Reception Computing - beebots and mazes, School 360, infant toolkit

## Physical Development

Use fine motor skills and tools and equipment with precision to make vehicles with simple moving parts.

Chasing games and target games.

