

Expressive Arts and Design

- Design and make high quality vehicles.
- Develop skills linked to junk modelling-planning and adapting.
- windmills/Kites /paper aeroplanes
- Create patterns– tyre rubbings/treads/printing
- Collage vehicle pictures
- Observational drawings
- Sponge Printing—vehicle pictures
- Marble printing– moving marbles
- Singing songs/ Transport dance
- Journey– musical stories
- Split pin - moving pictures/vehicles
- Vehicle sounds
- Music sessions

Understanding the World

- Chinese New Year– learn about 'Tut-tuts'. Think about how other people may travel around.
- How we get to school? Think about why we do things differently.
- Make maps using photographs of the local area for the vehicles to travel around.
- Natural Weather opportunities—windy days– make things move/kites/scarves/ wind catcher
- Snow/Ice—discuss change as it occurs– use learning opportunities.
- Explore moving things/springs/magnets
- Comparing past/present transport
- Investigating floating and sinking –boats
- sorting types of transport /noises they make and why
- Programme the bee bots

**'Let's Go On An
Adventure'
Spring 1**

Physical Development

- make junk models e.g. Space ships.
- use a range of resources in junk modelling.
- use tools safely making sure they are looked after.
- join in with PE lessons and explore different ways of travelling.
- handle tools, objects, construction and malleable materials with increasing control.
- form letters correctly/pencil grip
- Use large motor skills
- Parachute games– controlling moving objects
- Stop and go games using traffic light colours
- Washing real cars
- Playdough-make vehicles
- Threading/Weaving
- Rolling balls/vehicles down slopes
- Making flags
- Chop sticks– Chinese New Year
- Using large and small construction/materials to make vehicles.

Mathematics

- Counting games/number matching opportunities— e.g. matching cars to numbered parking spaces.
- Continue to use Numicon for counting/number recognition/adding/ simple subtracting
- Recording using marks
- Estimating how many vehicles in the car park.
- Problem solving
- 3D shapes—junk modelling vehicles.
- Tally– how do you get to school?
- Capacity– washing the vehicles—how much water have you got?
- Ramps-measuring distance of cars travelled?
- Time

Literacy

- use phonics to write the sounds they hear.
- use a capital letters and full stops when writing sentences.
- read a range of words and sentences independently.
- use the information they find in the non-fiction books to write about different forms of transport.
- role-playing being pilots, captains of boats/spacehips.
- sequencing stories/Non-fiction
- Find out information about specific learning e.g. 'Wheels'
- Name writing—make a number plate for the vehicles
- Guided Writing sessions-lists linked to stories
- Tickets
- Design and Label vehicle design
- Simple recounts
- Create floor maps for cars to travel on...children write labels for the places.
- Postcards-where have you travelled to?
- Patterning/letter formation- Tuff spot trays- paint with vehicles...move the route of the letters!

Communication and Language (CL)

- use drama to act out different stories.
- retell favourite stories.
- Listening to stories-Mr Gumpy's motor car/Mrs Armitage on wheels/ The duck in a truck/ Mr Gumpy's outing/ The train ride/ Oi get off our train/ Rosies Walk/ The Journey/Rattletrap Car
- Repetitive rhymes.
- Listening games—Peace at last story?
- Follow instructions—use beebots/remote control cars.
- They answer 'How' and 'Why' questions- Ramp investigations- why does that roll? How does that work? Cogs on bikes.
- Developing and discussing role play area
- changing stories-acting out unusual ways of travelling
- Talk about/sharing experiences of different types of transport
- Memory game- I packed my bag and in it I put...

Personal Social Emotional Development

SEAL: Going for Goals. Board Games – taking turns – snakes and ladders/ supermarket game/ fishing for numbers – can they invent their own board game with rules.

British values: To develop self-esteem, self-knowledge and self-confidence. To contribute positively to the lives of others and of living things.

- Parachute games– control the rolling balls
- Road safety posters
- Feelings, linked to Mr Gumpy stories.



