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| **Inside** | **Week 1**  **Focus Text: Supertato** | **Week 2**  **Focus Text: Superworm** | | **Week 3**  **Focus Text: A superhero like me** | **Week 4**  **Focus Text: Non- Fiction- Mary Seacole** | **Week 5**  **Focus Text: You can’t call an elephant in an emergency** | **Week 6**  **Focus Text: Non- Fiction- Florence Nightingale** | **Week 7**  **Focus Text: The Jolly Postman** |
| **Role play** | Set up Maple class ‘HQ’ for Superheroes (deconstructed role play)  Retell simple stories Use language in everyday contexts | Role play opportunities linked to real life and imaginary superheroes. – provide dressing up clothes / uniforms for doctors / police / capes etc.  Listen to others Speak clearly and audibly Speak in sentences Take turns in conversation Use talk to explain and describe Learn new vocabulary Use vocabulary in a range of contexts | | | Set up opportunities for children to write e.g. doctors notes, post office worker, police notes, etc  Mark make freely Identify initial sounds Match some letters and sounds Use phonics knowledge to write labels and captions | | Set up a class postbox and provision for writing so that children can send notes, etc.  Mark make with purpose Identify individual sounds in words Match sounds to letters CL Link: Develop descriptive language | |
| **Small World** | Free the small world characters- provide a range of scenarios for children to be the superhero e.g. character frozen in ice, character masking taped to a tuff tray, tie characters up in string. Can children use their fine motor skills to rescue them  Develop fine motor skills Build finger strength and accuracy | | | Make a Supertato / Superworm and create your own stories about them.  Retell simple stories Use language in everyday contexts | |  | Provide small world animals for children to set up in funny superhero scenarios  Engage in imaginative play Develop narratives in play | |
| **Sand / Water Tray** | Earth and potato tray – dig for and count the potatoes – match to the numeral.  Know that the last number reached when counting a small set of objects tells you how many there are in total (‘cardinal principle’ | | Superworm Treasure Finding- Create a Superworm digging tray- provide a wide range of different digging tools and tweezers for children to find the “treasure”.  Develop fine motor skills Develop gross motor skills Use a range of one handed tools efficiently | | Superworm measure and compare – dig for worms in the mud and compare / measure length.  Make comparisons between objects relating to size, length, weight and capacity. | |  |  |
| **Investigation Area** | Create a dark den to explore light and dark and how we can see in the dark  Explore the world around them using senses | | | Sensory station- explore our senses with a variety of opportunities e.g. smelling herbs, gloop, etc.  Explore the world around them using senses | | Explore the differences between a superhero in the past and a superhero in the present e.g. nurses. Compare images from the past and present.  Provide images for children to explore and discuss.  Explore job roles in the local community Understand the roles of others in the community | | |
| **Workshop / Creation station** | Veggie printing  Patterns!  Explore patterns! You could print using potatoes cut out, or printing blocks!  Make a Supertato!  Explore different materials Develop their own ideas | Use your patterns for a new superhero costume! Could you use different Supertato veggies to create veggie patterns by dipping them in paint!  Create a ‘wool wrap worm’ by wrapping coloured wool around cardboard worms shapes.  Explore different materials Develop their own ideas | | Make Cheerio worms by threading onto pipe cleaners. | | Materials to create and label own character (puppet)  Explore different materials. Develop their own ideas. Join different materials. Adapt and improve their ideas. Work collaboratively | |  |

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| **Outside** | Week 1 | Week 2 | | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 |
| **Sand shed** | Pattern making with stones and shells  Continue, copy and create repeating patterns. | | | Pattern making with Flags  Continue, copy and create repeating patterns. | | Rescue vehicles and people in wet sand.  Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen. | | |
| **Mud kitchen** | Potion Station At your potion station you will be writing recipes, but can you follow one? How will you know you have the right amounts. Look at numbers to 5, 10 or 20, and different measures for creating potions!  Use number names in context Use mathematical vocabulary Count items accurately Match numeral to quantity | | Introduce mint plant and pestle and mortar  Explore the natural world around them  Use all their senses in hands-on exploration of natural materials | | Introduce different herb plants  Describe what they see, hear and feel whilst outside.  Use all their senses in hands-on exploration of natural materials | | Introduce weighing scales.  Make comparisons between objects relating to size, length, weight and capacity |  |
| **Water investigation** | Lifeboats and small people  Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen. | | | Fishing for numbers / small fishing nets  Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. | | Syringes and coloured water / potion | Small world beach clean  Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen. | |
| **Large Construction** | Create a Superhero den using den building equipment (Pegs / fabric / planks etc)  Confidently and safely use a range of large and small apparatus indoors and  outside, alone and in a group. | | | Design a superhero vehicle.  Work alongside children to create their superhero vehicle with moving parts  Create collaboratively, sharing ideas, resources and skills  Explore different materials Develop their own ideas Join different materials Adapt and improve their ideas Work collaboratively | | | Make a post van  Create collaboratively, sharing ideas, resources and skills  Explore different materials Develop their own ideas Join different materials Adapt and improve their ideas Work collaboratively | |
| **Stage Area** | Fabric capes (Deconstructed role play)  Develop storylines in their pretend play. | | | Musical instruments – Make a Superhero theme tune.   * Explore, use and refine a variety of artistic effects to express their ideas and feelings. | | Become firefighters and use water squirters to put out the fire drawn in chalk on the ground or a tuff tray  Take part in simple pretend play, using an object to represent something else even though they are not similar. | Superhero obstacle courses: Set up obstacle courses and explore a variety of ways of moving- over, under, through, etc.  Link to maths and prepositional language.  Use positional language- below, on top of, next to, etc. Use directional language-go forward, backward, etc PSED: Know how to stay safe | |
| **Physical Games** |  |  | |  |  | Create own obstacle courses using PE Equipment  Use positional language- below, on top of, next to, etc. Use directional language-go forward, backward, etc | | |