

Literacy

The Gingerbread Man - wanted poster. **Jack and the Beanstalk** - what's at the top? **Room on the Broom** - magic potions. **The Great Intergalactic Journey Home** - what journey will you take?, **Flanimals** - design alien zoo animals. **Whatever Next** - what would you take into Space? **Lost and Found** - design a boat to take you to the South Pole. **The Great Explorer** - draw a map of a North Pole adventure **Dragon Post** - write a letter. **The Princess & the Wizard** - write a rhyming spell.

Personal, Social, Emotional Development

Dreams and Goals. - Aspirations, how to achieve goals and understanding the emotions that go with this. **Healthy Me** - being and keeping safe and healthy.

RE & Celebrations

How do people celebrate? Chinese New Year, Easter & Spring Christianity, Judaism, Islam.

Physical Development

kneading, rolling, patting, rubbing-making gingerbread biscuits. Handle tools safely & effectively, manage some risks & understand the need for safety.

Out of This World

Numeracy

Introducing zero, Number bonds to 5, counting, comparing & number bonds to 10, addition to 10, 3D & 2D shapes.

Expressive Arts and Design

Make a boat, make a rocket, make planets, potions, magic pictures, alien zoo animals, imaginary places - manipulate materials, explore colours, construct with a purpose, use simple tools.

Artist - Kandinsky & Picasso - 2D shapes

Understanding the World

Growing plants, spring, mixing potions, Elon Musk, solar system, Tim Peak, cold places, polar bears, penguins, floating & sinking-make a boat to carry a penguin, drawing maps and exploring the local area. Winter & Spring.

Communication & Language

Use vocabulary to describe own ideas & listen to others, talk about own knowledge, recount stories & experiences in own words. Introduce own story lines.