



Unicorns - Spring Term


Literacy—introduction to reading/ mark making
Story writing using 'picture story plans'.
Communication & Language
Asking questions and listening to ot suggestions
Retelling stories, exploring story of language: **first, next, after that, suddenly, finally**




Reading
Read traditional stories and rhymes including
The 3 Billy goats Gruff, Little Red Riding Hood,
The 3 little pigs.
Use phonetic skills to read.




Letters & Sounds
Recap reading and learn spellings of Phase 2 & continue with phase 3 tricky words & sounds
Practise cursive writing of letters



Mathematics
Counting—Counts an irregular arrangement of up to 20 objects., Estimates how many objects they can see and count by counting them., Uses the language of 'more' and 'fewer' to compare two sets of objects.
Patterns & shape—Beginning to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes. Orders two items by weight or capacity. **Problem solving**—Measures short periods of time.




First hand experiences
A visit from 'the queen of Storyland'
Visits from the emergency services to explain their jobs.




A journey through Storyland part 1

Focus on traditional stories and rhymes: Retelling stories and problem solving


Physical development
Fine motor skills—practise using a pencil to form letters correctly.
Gross motor skills—negotiating space,
Outdoor activities




Role play
Royal castle, fire service,
Police , hospital.




Creative
Design and make various items to help story characters such as the Billy Goats, 3 pigs etc.



Personal Social Emotional development
Making plans with other children in the class to solve problems.
Working in pairs and groups.



Understanding the World
Gain an understanding of jobs in the community. Use programmable toys to follow directions.



Construction
Using a variety of materials to construct items to 'help' the story characters

