

Communication and Language

- Listening, attention and understanding
- Speaking

Talk about toys and explain how to use them.

Learn the rules of a game and be able to follow the rules. Explain how to play a game to a friend.

Learn the names of some old toys and use vocabulary linked to these toys.

Begin to share ideas and offer explanations for how different toys might work.

PSED

- Self-regulation
- Managing Self
- Building Relationships

Follow the SCARF scheme of lessons for Rights and Respect Children will:

Understand that they can make a difference.

Identify how they can care for their home, school and special people.

Talk about how they can make an impact on the natural world.

Talk about similarities and differences between themselves.

Demonstrate building relationships with friends.

Physical Development

- Gross Motor Skills
- Fine Motor Skills

PE lessons

Games

To learn and play a range of old games. Eg hopscotch, duck duck goose, skittles

Dance

Begin to move when music starts.

Following sequences.

Copy and create patterns of movement.

Handwriting

Use Penpals lessons to teach the correct formation of curly caterpillar letters and zig zag monster letters

Continue independently practising letters in the different families at their own pace.

Develop fine motor skills, such as cutting, through Objective Led Planning.

Launch: Toy Museum with old toys to play with and old games to learn and play.

End point: Making a toy.

Spring Term 2

Foundation Stage

Feb/March

Who did you belong to?

Literacy

- Comprehension
- Word Reading
- Writing

Phonics— follow Little Wandle planning—recap all phase 3 graphemes, revisit phase 2 and 3 tricky words, fluency practise

Reading groups—develop comprehension skills, practise phonics reading skills

Texts: Dogger, Kipper's Toybox, Pinocchio, Toy Story, The Easter Story

Adult-Led writing activities each week—focus on segmenting words, correctly forming all long legged giraffe and one-armed robot letters, begin leaving spaces between each word.

Maths

- Number
- Numerical Patterns

Follow NCETM Mastery lesson plans—focus on doubles up to 10, explore the counting pattern beyond 20., explore the composition of odd and even numbers.

Small group and individual mathematical challenges

Expressive Arts and Design

- Creating with Materials
- Being Imaginative and Expressive

Puppets, moving toys, teddies, board games and active games

Design, plan and create a sock puppet. Evaluate their design. Learn old nursery rhymes.

Make our own cup and ball game using a bead and paper cup.

Understanding the World

- Past and Present
- People, Culture and Communities
- The Natural World

Explore and compare old toys and games with modern toys and games.

Explore different types of toys including puppets, moving toys and teddies

Toys from around the world: Use, discuss and compare toys from different cultures.

Forest Fun—explore the changing environment as spring approaches, bug hunting, plant some bulbs, monitor rainfall.