Medium Term Planning			n: Spring 1 Weeks: 5
Mapping curriculu	m content-knowledge and skills; creating cross curricula	ar links; generating learning opportunities; composing	g the bigger picture
	Teaching and Learning Princ	iples and Curriculum Driver	
Equality of Opportunity Raising pupil aspiration through inspiration, enjoyment and fulfilment; Access to academic excellence; Opportunity to enhance and develop skills/talent; Developing dedication and resilience	Enquiry Based Learning Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills	Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Force for Positive Change Who or what has been a force for positive change? How can we be a force for positive change?
Being Kind to others – celebrating acts of kindness  Amazing People who changed the past e.g. Mary Seacole, Rosa Parks, Amelia Earhart  Turn Taking – sharing our toys  Fundraising – new bike/scooter storage	Exploring Old Photographs – History  Forest Garden – Nature Shop – collecting leaves, twigs etc.  Big Bus Junk Model/Role Play – Rosa Parks Story  Sensory - Exploring natural medicines e.g. herbs	RAF museum visit – aeroplanes, jets, helicopters Role Play – Hospital – Doctor Surgery Creative Dance Workshop – movement to music	Walk to school – Whole School Campaign – Posters/fundraising for new bike/scooter shed.  Equality – treating others fairly – an act of kindness each day
YEAR RECEPTION Title: Amazing People	Key Curriculum Areas: History - Amazing People Recall some important stories, characters and figures from the past.	Number/Numerical Patterns Recap of Number to 10, Counting, Number formation, Recognising, Ordering, Subitising. Number Blocks – Series 1 & 2 Number songs – e.g. 5 little men in a flying saucer More/Fewer – 1 more than.  Other Opportunities Positional Language, size, length, weight and money  Communication and Language Circle Time Discussions – Treating people fairly.	Literacy  Key Texts: Fiction - The Gingerbread Man (Ladybird Version) Goldilocks and the Three Bears (Ladybird Version)  Non-Fiction - Children's Cooking Recipe Books  Early Reading - Phonics - Read Write Inc. daily sessions e.g. m,a,s,d,t.  Writing - Initial Sounds e.g. m = mat, CVC words e.g. c-a-t simple sentence/phrase e.g. Cat on mat.  5 Finger Story Retell - simple sentences Instructional Writing - How to bake a gingerbread man.
Big Bang — Detective Time — Can you find all the old pictures hidden from the past?	Understanding of the World  History – Amazing People – Marcus Rashford, Mary Seacole, Rosa Parks and Amelia Earhart – Who are they? What did they do?		
School Trips/Special Events  RAF Museum – 6 <sup>th</sup> February 2024  Children's Mental Health Week 6 <sup>th</sup> -12 <sup>th</sup> Feb	Big Question – What makes someone Amazing?  Equality – what is fair? Multi-cultural class  Expressive Arts & Design		
Celebration Creative Dance Workshop TBC	Exploring colour - Painting, Collaging, colour mixing		

## Personal, Social, Emotional Development

Being kind and sharing with others

Oral Hygiene – Teeth Brushing

Mindfulness/Take 5 – breathing/calm down

Exploring Materials - Quilt - DT project, collaging, origami – paper planes, cutting etc.

Role Play – Hospital/Doctors & Nurses, Bus Role Play, Nature Shop

## **Forest Garden**

Sensory - Nature Hunt – exploring the world around

Maths - Nature Shop — exploring money

Treating people fairly, People from the past, How can we help others? Transport – walking to school I am good at/I want to be...

Vocabulary building games – splat the word, say it loud-say it proud, magnetic letters, picture cards.

## **Physical Development**

**Fine Motor** – Using pipettes, scissors – one handed tools. Colour sorting - using tweezers, weaving and threading. Playdough – dough disco gym

**Gross Motor –** Movement to music – creative dance, stretching and curling, climbing, jumping and jogging. Obstacle Course – Climbing Frame Area