

The planning is flexible, can change or be adapted to take into account each child's interests and individual needs, and also the current pandemic which may cause disruption

**Personal, Social & Emotional**

- **Circle time** –establish class rules & expectations, discuss feelings/worries, celebrate each other in Star assembly
- Use self help systems to develop independence – signing in, aprons, milk, washing our hands, self care skills and hygiene
- Join in discussions using stories and books exploring moral issue and feelings. E.g. The Worrysaurus, Lion Roar
- Weekly Assembly with class 2 to explore the wider world e.g. NY Resolutions, Chinese New Year (12<sup>th</sup> Feb)



**Physical Development**

- Use large trikes, bikes, scooters in outdoor area. Create pathways to ride between using markers such as cones or pebbles
- Use hobby horses for a 'jousting' game (soft black pipe lagging for jousts)
- Continue to use the adventure area for climbing/balancing
- Join in P.E. sessions focusing on travelling skills (running, hopping, skipping, jumping)
- Use the large apparatus in the hall
- Play sending and receiving games with bats and balls, bean bags, quoits, hoops
- Make collages/models using small tools safely: scissors, glue, tape, paper, junk
- Modelling with dough or clay – use rolling pins and cutters
- Use dough gym to strengthen hands for writing
- Use 'Squiggle whilst you Wiggle' for developing pre-writing skills

**Communication and Language**

Explore the meaning and understanding of new vocabulary in stories, topic work and in other everyday situations

**Speaking and Listening**

- Discuss stories and answer questions
- Speak clearly and use full sentences
- Sequencing the main events of a story in their own words
- Place a strong emphasis on listening skills and following instructions
- Develop role play area into a Castle where children can read their own castle/dragon stories
- Retell stories with story props/small world toys/puppets

**Maths Numbers As Mathematicians we will be:**

- ♦ Reading numbers on dragon footprints and following a trail
- ♦ Using the language of more than/less than/fewer to compare numbers and quantities
- ♦ Sing number songs and rhymes
- ♦ Count objects with accuracy 1-5, 1-10, 1-20
- ♦ Recite number names in order, continuing to count forwards or backwards from a given number. Use Castle number line
- ♦ Estimate how many objects without counting e.g. 1-6 on dice/dominos or fingers.
- ♦ Explore the composition of numbers to 5 (& extend)
- ♦ Activities to explore how no's can be composed of 2 parts or more
- ♦ Solve simple practical problems and respond to "what could we try next?"

**Shape, Space & Measures:**

- ♦ Weighing– using language of heavy, heavier than, heaviest, light, lighter than, lightest, to compare items
- ♦ Length – comparing the heights of each other
- ♦ Capacity – use variety of materials such as water, rice, sand. Use language such as tall, thin, narrow, wide, shallow. Make direct comparisons when pouring from 1 container to another.



**Understanding the World**

- **WINTER:** observing the weather & changes outside
- Explore ice and snow – find out about melting & freezing ice
- Caring for birds during the Winter freeze- what can we do to help?
- Winter clothing – what will I wear?

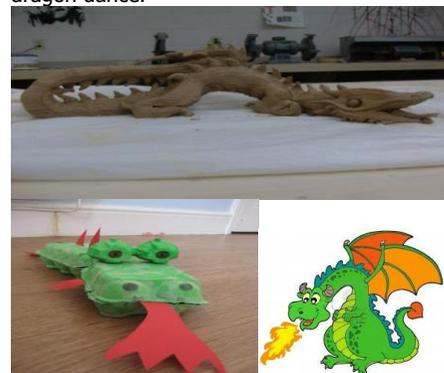
**CASTLES:**

- **Who lived** in a castle?
- When, where and how were they built?
- Find out about Carlisle Castle
- Learn new vocabulary. Name the sections and parts of a castle (e.g. turrets, drawbridge, portcullis)
- Use a small world castle and figures
- What materials were used to build a castle? Compare homes and how we live today to a castle
- Re-enact a medieval banquet
- Learn about our royal family – who are they, where do they live?



**Exploring & Using Media & Materials**

- Design and make a castle on a large and small scale – use construction kits such as duplo and lego
- Use junk box modelling to make a castle
- Design and make own crowns and tiaras
- Design and make a shield
- Explore pattern making with body sounds and musical instruments
- Listen to Medieval music and create simple dances to perform
- ♦ Use patterns of sound to create music for a dragon dance.



- Create Winter collages
- Painting on blocks of ice
- Learn traditional rhymes linked to the topic e.g. The Queen of Hearts

**Daily Rhyming activities and games**

**Literacy Reading:**

Read a range of stories linked to 'Castles and Dragons' A mix of traditional stories, modern stories and rhymes and non-fiction books – For Example: The Princess and the Pea, Sleeping Beauty, Beauty and the Beast George and the Dragon, Jack and the Beanstalk Good Knight Sleep Tight, Zog and The Princess and the Wizard by Julia Donaldson Learn Nursery rhymes and poems - Old King Cole, Sing a song of Sixpence, The Grand Old Duke of York, The Queen of Hearts, Humpty Dumpty, The Grand Old Duke of York

- Select books of own choice to read and retell stories in home corner role play/reading area

**Writing:**

- Daily signing in/mark making
- Write own name at every opportunity: on work, label for a model, in sand, tracing letters, using writing area
- Write invitations for a medieval banquet
- Draw and label a dragon – use simple adjectives to describe them e.g fierce, angry, strong, kind etc.
- Make cards/red money envelopes to celebrate Chinese New Year
- **Daily 'Letters and Sounds' sessions to develop skills of reading and writing. Play phonic activities and games**
- **Nursery to continue with Phase 1 and 2, Reception to consolidate Phase 2 and start Phase 3**



### Collaboration

To develop our collaborative skills we will be:

- Writing invitations to Class 2 to join us for a 'Castle Banquet' with Princesses, Knights and Dragons. Design own crowns, tiaras, place names, food boxes, bottle labels
- Design a menu for a banquet
- Participate in weekly assemblies with class 2

### Our Locality

To develop our understanding of our locality we will be:

Looking into the name of 'Castle Carrock' and where the Castle was built years ago.

### The Arts

- Create drawings and paintings of castles (Carlisle Castle) then paint with watercolours
- Design outfits for a king or Queen
- Design crowns and tiaras
- Create own models of dragons using clay/dough
- Use junk box modelling to create castle models



### Paperless Maths

- Build towers and castle walls using bricks and measure heights
- Measure own heights and compare in class – who is the tallest/shortest?
- Capacity -Use the outdoor kitchen to measure and weigh 'ingredients' using natural materials, leaves, sand, stones, dry rice
- Explore different shaped containers: investigate using small pots or spoons to fill each container