

Focus	Week 1 The Gruffalo	Week 2 onwards Superheroes	Week 5 to half term The Great Fire of London (real life superheroes – Firefighters.
PRIME AREAS	Personal, Social and Emotional Development	<p>Circle time games. Understand rules and why they are important. Introduce new class reward system. Circle time games. Identify strengths – create We are Special board. Create Mood Board. Show and Tell weekly. Circle time games. Introduce and model (all staff) expectations for learning, playing and caring for the classroom environments (tidying up etc)</p>	
	Communication and Language	<p>Role-play – Gruffalo cafe – indoors and outside; Superhero headquarters – indoors and outside: Fire Station – outside: Bakery Story time (Whole class) Circle time talk activities Talk partners Small world play Group or paired activities Read Write Inc Phonics Assemblies (Incl. class)</p>	
	Physical Development	<p>PE lessons – Dance Gross motor – climbing/jumping/throwing/catching superhero movements bikes/scooters FM/Sensory: Glitter, sand, playdough, gloop, foam Funky Finger Gym – pegs/tweezers/threading FM: Cutting with scissors; mark making with sticks/pencils/markers/brushes</p>	

SPECIFIC AREAS	Literacy – Reading and writing	<p>FS2 – Begin Phase 2 Speed Sounds and Ditties</p> <p>KS1 – Phase 3 and Phase 5 Speed Sounds and Reading RWI</p> <p>FS2/ Y1 – mark making; emergent writing orders in the Gruffalo cafe; emergent writing incident reports SH; writing captions and labels; Orders and incident reports; Descriptive sentences linked to Traction Man; Scaffolded story writing; Diary entry (first person account).</p> <p>Y2 – Sentence construction; Writing out orders and incident reports; descriptive sentences; Narrative story – invention based on Traction Man; First person diary entry.</p>
	Mathematics – Number, counting and PV	<p>FS2 - Know the number names to 10 in order. Count a given number of objects by touching/moving on each count.</p> <p>Putting numbers in order. Comparing numbers to 10. Say the number that is one more/one less. Recognise numerals to 10.</p> <p>Understand the number you end with is the total number.</p> <p>Y1 – Count up and back in ones to 20 with correct emphasis on teen/ty. Write numerals accurately. Order numerals to 20 saying what is one more/less. Count a number of objects accurately. Estimate a number of objects to 20 (or more).</p> <p>Y2: Count up and back in ones past 20 with correct emphasis on teen/ty. Write numerals accurately. Order numerals and identify between numbers. Say the number that is one more/less and 10 more/less than given number. Estimate a number of objects up to 100.</p>
	Understanding the World – including technology	<p>Technology: All – Using an I-pad to take pictures. Using drawing software, add SH features.</p> <p>Using Ipad – Marvel site (Create your own SH)</p> <p>Copy and paste images of Superheroes. Print and create a montage.</p> <p>All KS1 – Learn the names of the continents and main oceans of the world through SH topic. SHs have rescue missions to perform around the world.</p> <p>FS2 – How will your SH get to the X? Using a map/globe, what method of transport would be best? Children create transport. What do you think this place would be like? Using images from Internet, compare with our environment. How is the same/different?</p>

Expressive
Arts and
Design

Role play – Gruffalo cafe/SH headquarters/Fire Station.

FS2: Cutting and gluing/colouring/ Make a SH healthy drink. Draw a new SH assistant.

Y1 and Y2: Pop Art Andy Warhol. Design and make a healthy SH drink.

Design and make a SH logo in the style of Pop Art.

(All) Music: Explore instruments and create sound effects for SH adventure.