Project on a Page <u>Term:</u> Autumn <u>Year Group:</u> Early Life



Essential Question: How can we bring the magic of fairy tales to life? grous. engaging. authentic. learning.

<b>Project Launch -</b> Story Sharing Day - Children to bring in their favourite story. Share stories throughout the day.	Educational Visits/ Outdoor Learning (Forest School Links) - Library Bus
Driving Text - Little Red Riding Hood, Jack and the Beanstalk, Enormous Turnip, Meg and Mog, Three Little Pigs, Goldilocks, Gingerbread Man, Jolly Postman.  Maths texts: 10 Black Dots, Mouse Count.  Reading Spine Texts - The Very Hungry Caterpillar Room on the Broom	Project Specific Vocabulary- Once upon a time One day Fairytale character language. They lived happily ever after Character
<b>Everyone Can Create-</b> Sketches school on iPads to create art.	Deepening Learning Skills Focus- Elephant, Dolphin and creative cat.
<b>Project Tune- Experts - When?</b> Librarians Mrs Spreadbury.	Science Units to be taught this term- Similarities and differences within the environment.

Classroom Environment-

Roleplay Area - Granny's House/Gingerbread Bakery Construction - Builders Yard

Final, Real World Outcome / Lasting Legacy

Can we tell a story a through performance at Christmas?

Products- What are you going to do/ write/ create/ build?



Be Specific- How will multiple drafting be used to enhance your product?

Mini Outcome I - Visit to a library / library bus.

Curriculum Area- CLL/Reading

Mini Outcome 2 - Create a piece of art of our favourite character.

**Curriculum Area**- Art and Design

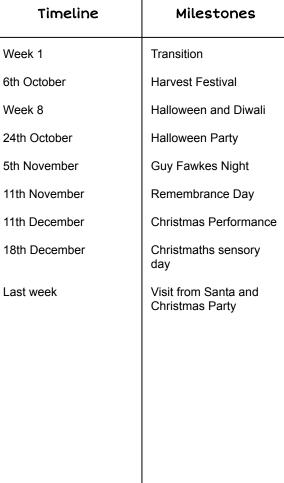
PCMD Opportunity -Critique and feedback on art pieces

Mini Outcome 3- Nursery/2's Host a family sensory Christmaths day. Reception- Host a Christmaths day Curriculum Area- Maths



#### Immersion Inspiration:





## Opportunities to celebrate cultures and diversity:

6.10.19 - Harvest Festival

31.10.19 - Halloween

27.10.19 - Diwali

5.11.19 - Bonfire night

11.11.19 - Remembrance Day

Dec - Christmas

# How have children's interested been planned for?

Asking the children about their favourite stories.

Dates: 9.9.19- 20.9.19 Little Red Riding Hood. 10 Black Dots.

### CLL/PSED

Roleplay Area -House/Kitchen children to pretend to make food for peers.

22-36m:PSED-MR: Interested in others' play and starting to join in.

Use language from story - encourage children to repeat to build vocabulary.

Would you be friends with the wolf? Who is your friend?

22-36m: CLL-S: Learns new words rapidly and is able to use them in communicating.

### <u>PD</u>

Mark making children to draw pictures from the story. Using paint to mark make.

Red playdough to make food for Granny - strengthen fine motor

22-36m: PD-MH: Beginning to show preference for dominant hand.

22-36m: PD-MH: Imitates drawing simple shapes such as circles or lines.

#### EAD/UTW

Exploring colour red
- mark making with
red paint, red
pencils, crayons.

Exploring red objects - sensory tray.

22-36m: EAD-EMM: Experiments with blocks colours and marks.

22-36m: UW-TW:
Notices detailed
features of objects in
the environment.

#### MATHS

Basket of food for granny - encourage children to count the food in the basket.
Can they share the food with a grown up?

22-36m: M-N: Recites some number names in sequence.

22-36m: M-N: Selects a small number of objects from a group when asked. Eg. give me one/give me two.

#### **LITERACY**

Introduce 'Little Red Riding Hood'.

Encourage children to repeat words and phrases from the story.

22-36m: L-R: Repeats words and phrases from familiar stories. How Can we make the wolf our friend?

### Continuous provision.







Dates: 23.9.19- 11.10.19
Jack and the Beanstalk
Enormous Turnip
5 little Ducks Swimming
Mouse Count.
Harvest Festival.

### CLL/PSED

Vegetable Tasting - what do you like?

22-36m: PSED-SCSA: Expresses own preferences and interests.

Sharing tools and taking turns when digging and planting.

Encourage children to use language when digging eg. digging, mud, seeds, shovel.

22-36m: CLL-S: Uses gestures, sometimes with limited talk eg. 'I have it'.

22-36m: PSED-MFB: Responds to feeling and wishes of others.

Farm Shop roleplay - using real vegetables.

### <u>PD</u>

Using the climbing frame to 'climb the beanstalk'.

22-36m: PD-MH:
Climbs confidently
and is beginning to
pull themselves up
on Nursery play
climbing equipment.

Threading beads on pipe cleaners to create beanstalk - fine motor.

Using tools to dig vegetables.

22-36m: PD-MH: Shows control in holding and using jugs to pour, hammers, books and mark making tools.

## EAD/UTW

Nature walks - collect natural objects to create natural pictures.

Digging and Planting beans/seeds - mud pit.

Exploring Vegetables - printing, tasting, feeling.

22-36m: UW-TW:
Notices detailed
features of objects in
the environment.

22-36m: EAD-EMM: Experiments with blocks colours and marks.

#### <u>MATHS</u>

Building a beanstalk with blocks - big, tall, little - using language of size.

> 22-36m: M-SSM: Begins to use language of size.

Counting beans for planting.

Number Songs - 5 little ducks.

22-36m: M-N: Recites number names in sequence.

### LITERACY

Encourage children to repeat words and phrases from the story of the week.

22-36m: L-R: Repeats words and phrases from familiar stories. One Turnip, Two Turnips, Three Turnips, Four.

### Continuous provision.







Dates: 14.10.19- 25.10.19 Meg and Mog Room on the Broom Halloween/ Diwali.

#### **CLL/PSED**

Witches Kitchen roleplay - including large pots, utensils and halloween obiects - making witch soup encourage children to use new language.

Encourage children to seek out other children to share experiences with.

22-36m; PSFD-MR; Interested in others' play and starting to join in.

22-36m; PSFD-MR; Seeks out others to share experiences.

22-36m; CL-S; Uses simple sentences.

### PD

Halloween Sand Tray include writing utensils encourage mark making in the sand.

Looking at halloween books independently.

22-36m: PD-MH: May be beginning to show preference for dominant hand.

22-36m: PD-MH: Beginning to use tripod grip to hold writing tools.

22-36m: PD-MH: Turns pages in a book, sometimes several at once.

Halloween sensory soup - exploring halloween objects in gloop.

Witches Kitchen roleplay

Make Diwali Lamps

22-36m: FAD-BI: Beginning to make believe by pretedning.

22-36m: UW-PC: **Imitates everyday** actions from own family and cultural background.

#### EAD/UTW

Making witches potion - children to count the objects.

**MATHS** 

Rescue bugs from spider web using tweezers.

22-36m: M-N: Begins to use language of quantities.

22-36m: M-N: Selects a small number of objects from a group when asked.

#### **LITERACY**

Incy Wincy Spider encourage children to join

Drawing halloween pictures - spiders, witches.

22-36m: L-R: Fills in the missing gap in a known rhyme, story or game. 22-36m: L-W: Distinguishes between the different marks they make.

What is the perfect magic spell?

#### Continuous provision.



SPIDER MATCHING **NUMBERS GAME** 











Dates: 4.11.19- 15.11.19 Three Little Pigs.

Bonfire Night/Remembrance Day

#### CLL/PSED

Building houses for pigs - work together with a friend.

Retell story using T4W actions for keywords/phrases. Encourage children to use language from the story during play.

Listening Games with animals.

22-36m: PSED-MR: May form a special friendship with another child.

22-36m: CL-S: Uses gestures, sometimes with limited talk.

22-36m: CL-LA: Recognises and responds to many familiar sounds.

### <u>PD</u>

Can we build a strong house for the pigs? Using tools in construction area.

Outdoor play encourage children to start helping with clothing.

22-36m: PD-HSC: Helps with clothing

Mark making/exploring in mud- include tools, pots, jugs.

22-36m: PD-MH: Shows control in holding and using jugs to pour, hammers, books and mark making tools.

#### EAD/UTW

Construction Yard - using various materials to build houses for the pigs

22-36m: EAD-BI: Beginning to make believe by pretending.

Farm small world

22-36m: UW-TW: Enjoys playing with small world models.

Using Ipads to take photographs of your house

22-36m: UW-T: Seeks to acquire basic skills in turning on and operating some ICT equipment.

#### MATHS

Shape Houses/Animals - what can we create using shapes?

22-36m: M-SSM:
Notices simple shapes
and patterns in
pictures.

Mark making in mud - include numicon

22-36m: M-N: Creates and experiments with symbols and marks representing ideas of number.

#### LITERACY

Introduce 'The Three Little Pigs' - encourage children to join in with the story. T4W

Include props in small world area for children to retell the story.

22-36m: L-R: Repeats words and phrases from familiar stories.

Can you build a house that is wolf prove?

Continuous provision.



3 LITTLE PIGS
BUILD A

House Craft











Dates: 18.11.19 - 29.11.19 Goldilocks and the Three Bears.

Ten in the Bed

### PSED/CLL

Three Bears House - include different size bowls, spoons, bears and chairs - include porridge, pans etc.

Tasting Porridge - adding our favourite toppings.

Feeling different textures - soft, hard, hot, cold.

22-36m: CL-U: Developing understanding of simple concepts (big/little)

22-36m: PSED-SCSA: Expresses own preferences and interests.

22-36m: CL-S: Learns new words rapidly and is able to use them in communicating.

### <u>PD</u>

Porridge Tasting - feeding self with a spoon.

Sand Tray - mixing porridge and water - including pots and utensils for mixing

22-36m: PD-HSC: Feeds self competently with spoon.

22-36m: PD-MH: Shows control in holding and using jugs to pour, hammers, books and mark making

tools.

#### EAD/UTW

Create sounds using pots, pans and utensils.

Singing our favourite songs.

Porridge playdough - making porride pancakes for the bears.

22-36m: EAD-EMM: Creates sounds by banging, shaking, tapping or blowing.

22-36m: EAD-EMM: Joins in singing favourite songs.

22-36m: EAD-BI: Beginning to make believe by pretending.



### <u>MATHS</u>

Counting Bears - can you sort the bears into big and little encourage children to use language of size.

22-36m: M-SSM:
Uses language of
size.
Beginning to
categorise objects
according to
properties such as
shape or size.

#### LITERACY

Goldilocks and the three bears
Include props in roleplay area for children to retell the story.

22-36m: L-R: Repeats
words and phrases from
familiar stories.
22-36m: Fills in missing
word or phrase from a well
known rhyme, story or
game.

Who Broke my Chair?

Continuous provision.



Dates: 2.12.19- 20.12.19 Gingerbread Man Jolly Christmas Postman Dear Santa

### PSED/CLL

Bakery/Santa's workshop/Post office

Wrapping presents to give to friends who will you give it to? What will you give them?

Talking about Santa and what would like him to bring

22-36m: PSED-MR: Shows affection and conern for people who are special to them.

22-36m: CL-U: Understands 'who', 'what', 'where' in simple questions.

22-36m: PSED-MR: Interested in others' play and starting to join in.

### PD

Can you draw the gingerbread man?
Can you draw his buttons?
Writing/Drawing letters to santa

Can we run like the gingerbread man?

Baking Gingerbread m

22-36m: PD-MH:
Imitates drawing
simple shapes
such as circles or
lines. Beginning to
use tripod grip to
hold writing tools.
Runs safely on
whole foot.

#### EAD/UTW

Making christmas cards/calendars /decorations/crafts

Gingerbread playdough

Christmas Sensory Tray - sight, smell, touch

Singing christmas songs

22-36m: EAD-EMM: Experiments with blocks, colours and marks.

22-36m: UW-TW: Notices detailed features of objects in the environment.

22-36m: EAD-EMM: Joins in singing favourite songs.

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#### <u>MATHS</u>

Counting christmas decorations - how many?
Different shape buttons on gingerbread man.

Shape presents

22-36m: M-N: Recites number names in sequence.

22-36m: M-SSM: Notices simple shapes in patterns and pictures.

### **LITERACY**

'The Gingerbread Man' Encourage children to retell the story using props, repeating words and phrases during play

22-36m: L-R: Repeats words and phrases from familiar stories

It's Showtime.....

#### Continuous provision



