

Communication and Language

- Role playing stories
- What would you take on a picnic?
- What would you put in your suitcase?
- Where would you go for a car journey?
- Where would you go on a train journey?
- Where would they go on a boat journey?
- I am sorry for.....
- Easter story

Key Vocabulary

Adventure,
exploration,
journey, path,
quest, route, tour,
travel, trek, trip,
voyage

Concept Cat

back, near, over

Maths

- Independent application
- Positional language
- Termly assessment
- 3D shape rockets
- Repeating patterns
- Number stories
- Odd / even
- Number bonds
- Repeating patterns

P.D.

- Healthy eating
- Local walk
- Writing cards
- Pedal Power
- Story mapping
- Positional language in P.E.
- Puppet making
- Letter formation
- Easter bonnet making
- Large field equipment

U.T.W.

- “Where have you been?” circle time
- Recording sights and sounds on a local walk
- Ferry ride
- Bible Story: The Lost Sheep / Easter story
- Mother’s Day
- Weather Diary
- Floating / Sinking
- Easter / Lent
- Pancake making

E.A.D.

- Recording own responses
- Mother’s Day cards
- Making boats
- Imaginative journeys
- Rockets
- Re-enacting train ride
- Easter cards

Books

- Lost and Found – Oliver Jeffers
- Rosie’s Walk – Pat Hutchins
- We’re Going on a Picnic – Pat Hutchins
- Mr Gumpy’s Motor Car / Outing– John Burningham
- Train Ride – June Crebbin
- Whatever Next – Jill Murphy

Outside Opportunities

- Role play picnic
- Recreating Rosie’s Walk: positional language
- Boats / animals in the water tray
- Large boxes for rockets
- Large construction vehicles
- Balance equipment
- Looking for signs of spring

Role Play

Cafe

P.S.E.D.

- Rules reinforcement
- Learning Behaviours
- Consequences
- Healthy Eating
- Safety out of school
- The Lost Sheep
- Why are our mums special?
- Circle time

Literacy

- Phase Three phonics
- Speech bubbles
- Writing sentences
- Writing a simple story (Rosie’s Walk)

Visits

- Train ride to Havant park
- Ferry ride to Gosport
- Easter eggstravaganza

Talk For Writing

Rosie’s Walk