

Communication, Language and Literacy -

Story telling- *The Very Hungry Caterpillar*

- Orally telling the story.
- Sequencing the story.
- Writing the story
- WOW Event- story telling party with families (Date to follow)
- Vocabulary related to life cycle of butterfly.

Maths

Number

- Read and recognise numbers to 20 or above.
- Order numbers to 20 or above.
- Count in 10's.
- Double numbers to 10

Calculation

Addition and subtraction- solve practical problems and begin to record work.

Time

Days of the week, sequencing events, daytime/night-time, morning/afternoon

Understanding of the world

Healthy eating
 Life cycle of a butterfly
 WOW Event- releasing our brown trout.
 Caring for the brown trout
 Planting a butterfly garden.
 WOW Event- trip to the Tropical Butterfly House (Date and information to follow)

Creative development

- Small group baking
- Butterfly watch area
- Fruit shop
- Butterfly habitats small world
- Printing techniques
- Observational drawings and paintings
- watercolour

Literacy

Storytelling, story maps and story writing- *The Very Hungry Caterpillar*
 Butterfly poems
 Recipes for fruit salad

ICT

Using the mouse to control a simple program
 Using the keyboard to write our names

Growth and Change (The Very Hungry Caterpillar)

Foundation 2

PE/ Physical Development

- Using small tools such as scissors and playdough cutters safely and with control.
- Using a pencil to write letters of the alphabet that are correctly formed
- Controlling the bikes and scooters with awareness of obstacles and other children.
- Running, jumping, skipping at different speeds with awareness of space.
- Dance and movement to music.

PSHE -

- Keeping our classroom rules
- Taking responsibility for our actions
- Selecting and carrying out activities independently
- Safety

Music

- Singing familiar songs and rhymes.
- Making up music for a caterpillar life cycle
- Changing sounds of instruments- loud/ quiet/ soft.

RE - Christianity

Easter and Love

- who do we love?
- Easter story
- Easter traditions