

COMMUNICATION & LANGUAGE / LITERACY

ACTIVITIES

- Fizz Buzz phonic book focus. ORT. Rhyme.
- Bonfire night poems in small groups.
- Children to share their experiences from bonfire night. Where did they go, what did they see, hear, taste?
- Penpals for handwriting - fireworks patterns in time to the music.
- Guided reading – rhyming rockets.
- Gross motor skills – firework dancing patterns with the streamers.
- Non-fiction Autumn & Seasons books in the book corner and role play area.
- Room on the broom for Halloween focus – writing spooky spells/potions
- Meg and Mog – rhyming words

OBJECTIVES 30-50M

- Enjoys rhyming and rhythmic activities. •Shows awareness of rhyme and alliteration. •Recognises rhythm in spoken words.
- Listens to and joins in with stories and poems, one-to-one and also in small groups.

OBJECTIVES 40-60M

- Continues a rhyming string.
- Hears and says the initial sound in words.
- Can segment the sounds in simple words and blend them together and knows which letters represent some of them.
- Begins to read simple words.
- Gives meaning to marks they make as they draw, write and paint.
- Uses some clearly identifiable letters to communicate meaning, representing some sounds correctly and in sequence.

RECEPTION ELM AND OAK AUTUMN 2 (2 WEEKS) WB: 29th October 2018



UNDERSTANDING THE WORLD

ACTIVITIES

- Role play area – witches cottage – Halloween costumes.
- Creative science – milk and food colouring experiment to make firework patterns.
- Fire safety.
- ICT suite – Firework picture – black background on 2simple, adding colour (clicking focus). Splash tool.
- Who is Guy Fawkes?
http://10.45.108.119/espresso/modules/t1_firework_night/video_index/121024p_bonfire.html
- Firework display on Friday morning– children to describe and talk about what they see/hear/smell.
- Firework/rocket models in the work shop.
- Autumn investigation table and non-fiction books about seasons in the role play & book corner.
- News books – Holiday news and Diwali.
- Exploring the traditions of bonfire night – Guy Fawkes.
- Diwali – exploring the Hindu celebration

OBJECTIVES 30-50M

- Remembers and talks about significant events in their own experience.
- Recognises and describes special times or events for family or friends
- Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.
- Talks about why things happen and how things work.
- Shows care and concern for living things and the environment

OBJECTIVES 40-60M

- Completes a simple program on a computer.
- Looks closely at similarities, differences, patterns and change.
- Enjoys joining in with family customs and routines.

MATHS

ACTIVITIES

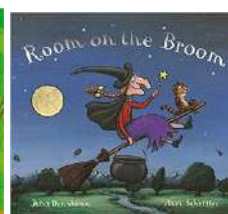
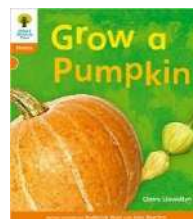
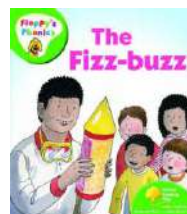
- Counting ingredients into the witches potion
- Fireworks – link to counting backwards & 'one less' focus.
- Number formation.
<http://www.communication4all.co.uk/http/Fireworks.htm>
- Interactive sparkler – number formation.
<http://www.bleepbloop.net/swf/sparkler.swf>
- Roll dice – add number of stars for firework.
- Firework 1-2 game.
<http://www.communication4all.co.uk/Early%20Years%20Themes%202/Fireworks%20Number%20Lotto%201-9.pdf>
- Firework 10s frame.

OBJECTIVES 30-50M

- Knows that numbers identify how many objects are in a set.
- Beginning to represent numbers using fingers, marks on paper or pictures.
- Sometimes matches numeral and quantity correctly.

OBJECTIVES 40-60M

- Counts up to three or four objects by saying one number name for each item.
- Counts actions or objects which cannot be moved.
- Selects the correct numeral to represent 1 to 5, then 1 to 10 objects
- Uses the language of 'more' and 'fewer' to compare two sets of objects.
- Finds one more or one less from a group of up to five objects, then ten objects.



Adult-led challenges

Can you create your own spooky potion and write a list of ingredients?

Can you tell me about bonfire night?

Can you experiment to make a swirling firework?

Children's questions

PHYSICAL DEVELOPMENT

ACTIVITIES

- Jancy PE – dance half term.
- Playdough fireworks – black dough, glitter, stars, pipe cleaners.
- Gross motor – firework streamer patterns. Up and down for rockets/ round and round for Catherine wheels.
- CP outside – building a bonfire.

OBJECTIVES 30-50M

- Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping
- Draws lines and circles using gross motor movements.

OBJECTIVES 40-60M

- Handles tools, objects, construction and malleable materials safely and with increasing control.
- Begins to use anticlockwise movement and retrace vertical lines.
- Begins to form recognisable letters
- Experiments with different ways of moving.

PERSONAL SOCIAL & EMOTIONAL DEVELOPMENT

ACTIVITIES

- Firework and bonfire night safety – Welephant/ Fireman Sam.
- Hovis the Hedgehog story – Hovis' feelings and animal safety focus.
- Sharing WOW slips.
- Share newsbooks and celebration experiences

OBJECTIVES 30-50M

- Aware of own feelings, and knows that some actions and words can hurt others' feelings.

OBJECTIVES 40-60M

- Aware of the boundaries set, and of behavioural expectations in the setting.
- Can describe self in positive terms and talk about abilities.

EXPRESSIVE ARTS & DESIGN

ACTIVITIES

- Musical instruments for firework sounds. Stage outside.
- Individual bonfire pictures using paint, red cellophane, leaves and any twigs or sticks from the autumn walk collection.
- Creative science – Milk investigation.
- Firework printing (toilet rolls)
- Pen pals – Making firework marks to music.

OBJECTIVES 30-50M

- Engages in imaginative role-play based on own first-hand experiences.
- Uses movement to express feelings.
- Captures experiences and responses with a range of media, such as music, dance and paint and other materials or words
- Imitates movement in response to music.

OBJECTIVES 40-60M

- Constructs with a purpose in mind, using a variety of resources.
- Plays alongside other children who are engaged in the same theme.
- Create simple representations of events, people and objects.
- Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.
- Explores the different sounds of instruments.
- Explores what happens when they mix colours.
- Understands that different media can be combined to create new effects.