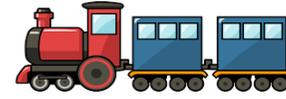




# Transport



**Key** - bring your bike, scooter or skateboard to school

**Lock** - show and tell of transport objects.

## Personal, Social and Emotional Development

- Circle time activities- The environment, keeping safe and healthy.
- Using talk partners to share ideas and help each other's learning.
- Following classroom expectations
- Show and tell time- talking about objects of importance.
- Becoming more independent with dressing and undressing.
- Group problem solving activities- Working well with others.

## Communication and Language

- Using speaking in role within the role play.
- To share opinions and listen to others.
- To answer how and why questions about their learning.
- To work on using descriptive language.

## Literacy

- To explore rhyme when making spells.
- Ordering stories thinking about structure and characters.
- Explore descriptive language when describing.
- Hearing initial sounds activities- alliteration.
- Matching capital and lowercase letters.
- Independent writing opportunities within roleplay.

## Physical Development

- To experiment with different ways of moving.
- To move in time with music and use our bodies to tell a story.
- Exploring push and pull and bean bag activities for throwing and catching.
- To develop large motor skills on the bikes and scooters working on avoiding obstacles.
- Discussions on the importance of keeping our bodies healthy and safe.

## Mathematics

- Exploring addition and subtraction through practical activities.
- Creating and continuing repeating patterns.
- To recognise and order numbers to 20.
- Developing maths vocabulary using fewer and greater, more and less.
- To explore symmetry during creative activities.

## Understanding the world

- Exploring push and pull forces.
- Making predictions about ice.
- ICT - Online stories and creating patterns on powerpoint/ipad.
- RE -
- Cooking - focusing on chopping and mixing.

## Expressive Arts and Design

- Taking on a character and creating a narrative as part of a group in the roleplay.
- Using percussion instruments in music sessions.
- Using tools to create different effects during art activities.
- Create simple representations of objects.
- Use hot seating to explore characters.
- Selecting resources and joining effectively using DT activities.