

Nursery: How do we get about?

WOW: Percy Bear with his suitcase and passport. Pose the question 'How do we get about?' to the children. Use their suggestions to influence future planning.

Week 1: How could you catch a runaway train?

Role play hot air balloon with ticket office, maps, binoculars...
Writing initial letter from names on hot air balloons
Making shape trains using 2D shapes
Matching carriage numeral and corresponding number of passengers
Wooden train track
Small world airport and aeroplanes

Week 2: What makes cars cool?

Mark making on road signs
Investigating car parts
Parking numbered cars in numbered parking spaces
Car mat, cars, garage and multi-storey car park
Junk modelling cars
Exploring tyre tracks in shaving foam
Cars and ramps investigation

Week 3: How could I travel over the sea?

Prop box to retell/role play story of Captain Duck
Floating and sinking investigation
Rhyming match for transport (jet, car, plane etc)
Boats and submarines in water
Designing, making and testing a new boat for the Small Bear in Sailor Bear
Button threading practise for PE

Reflection:

Can the children describe the different types of travel they have learned about?

LINKS

WOW: Percy Bear with his suitcase and passport. Pose the question 'How do we get about?' to the children.

LC1	How could you catch a runaway train?
LC2	What makes cars cool?
LC3	How could I travel over the sea?
Reflection	Reflection: Can the children describe the different types of travel they have learned about?

Text links:



SMSC:

Being tolerant of each other when sharing resources and space.
Demonstrating an understanding of the Ashcroft rules and behavioural expectations.

Literacy

Writing:

Mark making on road signs
Designing a new boat for Sailor Bear
Mark making with cars in shaving foam
Mark making with trains in paint

Role play :

Hot air balloon, ticket office, maps, aerial photographs, tills, money...

Reading:

Story Time
Book corner
Topic table

Scientific Link

Investigating cars and ramps
Exploring floating and sinking

Creative Links

Designing and making boats
Collaging cars
Exploring malleable materials

Problem Solving

Recognising numerals
Matching numerals and quantities
Exploring shape and space

Computing

Simple computer programs
Toy cameras and laptops
Introducing Bee-bots