

### Expressive Arts and Design

- Sing and perform nursery rhymes
- Create dragon pictures and create texture by using different techniques e.g.: textured paint.
- Develop storylines in their pretend play e.g.: dragon's kitchen themed role play.

### Reading

- Reading the following key texts as a class:  
**Selection of non-fiction texts** about castles,  
**The Very Last Castle** by Travis Jonker and  
**George and the Dragon** by Christopher Wormell.
- Know the meaning of new vocabulary e.g.: tower, turret, stone, bricks, drawbridge, portcullis, moat.
- Retell a story using a story map.
- Make predictions about what will happen next.

### Physical Development

- Use large outdoor construction materials to build own castle.
- Use apparatus in different ways to travel over, under or around.
- Create models from playdough/salt dough.
  - Take part in a variety of fine motor activities.

### Understanding the World

- Compare photographs from present day and the past.
- Learn about modern day and historic kings and queens.
- Compare and contrast characters from stories, including figures from the past.
- Recognise that people have different beliefs and celebrate special times in different ways e.g.: Chinese New Year.

### Spring 1 Key Theme:

## Castles, Knights and Dragons



### Communication and Language

- Make simple predictions about what will happen next.
- Retell a story.
- Listen carefully and learn rhymes, poems and songs.

### Writing

- Innovate a story using a story map (change elements to make it your own).
- Write CVC/CCVC/CVCC words using sounds taught in phonics.
- Write a list.
- Say simple sentences out loud and write these using phonetically plausible sounds.

### Maths

- **Composition of 4 and 5:** Explore and notice the different compositions of 4 and 5.
- **Introducing Zero:** Know that the word 'zero' and the numeral 0 represent 'nothing there'.
- **Compare numbers to 5:** Make comparisons between groups of 0-5 objects.
- **Compare length, weight, and capacity:** Compare mass and capacity using appropriate mathematical vocabulary.
- **Recognise 6, 7 and 8 by counting or subitising**
- **Making Pairs:** Understand that a pair is 2 and notice when some quantities have an odd one out
- **Combining 2 groups to find out how many altogether.**

