Communication and Language

VIPER session - focus on explain, retrieve, inference and sequence.
Discussions with characters - hot seating Percy.
Discuss with each other how to build a rocket.
Vocabulary description of the troll - create word bank and then a poster for each planet.
Retell with a story map and actions.
Discuss story line and offer opinions about it Questions to generate discussion. Kittiwakes and Curlews Curriculum Overview Summer 1 2022–2024

"M" is for Mini beasts, Maps & Moving on and Moving up – What is out there?

Personal, Social and Emotional Development

Oral health and healthy eating – Does a troll brush its teeth? What do a troll's teeth look like? What might a troll eat? Sort foods Moral choices and dilemmas – Distinguish between good and bad choices. Discuss and revise class rules. Think about the feelings of the character and her grandma. Talk about what they may be feeling and why.

Literacy

Sentence work - what makes a sentence? Read sentences, model sentences and write sentences. Caption writing about planets. Drawing and labelling maps. Write lists of mini beasts. Focus on some spellings of mini beasts. Sequence route followed by thieves in 'What the ladybird heard'. Draw 4 pictures to retell the sequence of 'What the ladybird heard'. Pencil control and letter formation. VIPER sessions.

The school field and





Physical Development

Fine and Gross Motor Skills. Handwriting practice. Outdoor area accessible every day with openended materials (stacking/carrying/balancing). Balance bikes available daily. Friday P.E. sessions focus on refining fundamental movement skills.

Understanding the World

Geography – Look at a map of the field – place pictures of mini beasts we found on it. Create a 3D map of 'What the ladybird heard' – use props found around then use it to retell the story. RE – Special places. History – Learn about the moon landing and Neil Armstrong and watch a film clips.

Compare the moon/other planets to Earth.

Maths

Exploring and representing numbers 11-15. Composition of numbers 11-15. Counting patterns beyond 10. Doubling. Odds and evens. Sharing and grouping.

Expressive Arts and Design Build a rocket- STEM challenge.

Paint own ladybirds. Create a lady bird using black and red resources -challenge. Role play - mission control and astronaut base. Designing and making clay minibeasts.