



EYFS plan Spring 1 2025

<p>EYFS overview</p> <p>Literacy; Using fiction and non-fiction texts to explore nocturnal animals; stories from other cultures, including Handa's Surprise.</p> <p>Maths: Lots of counting, matching and ordering of numbers to 10. Learning about familiar 2D shapes and describing them.</p> <p>Phonics: Listening to sounds in words and learning the letters s,a,t,p,,i,n to use in sounding out.</p>	<p>Whole class overview (non-literacy/ maths/ phonics)</p> <p>Topic: 'Shiver Me Timbers!' – finding out about piracy, where and when it happened and thinking about why the pirates saw it as their only way forward.</p> <p>Computing: 'Making Games'(CS): In this activity, the children will use Scratch Jr to create simple game programs. They will learn about logical reasoning, algorithms, repeat commands, programs and debugging.</p> <p>Science: 'Wild and Wonderful Creatures'- Describing and sorting animals according to their appearance and type and thinking about what they need to survive.</p> <p>Music: 'In The Groove'- exploring different musical styles PE:</p>
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Activities in lessons and continuous provision play activities to support and enhance the children's learning will include:

Personal, Social and Emotional Development (PSED)

- comparing fantasy and traditional stories;
- considering behaviour of characters and evaluating their decisions;
- thinking about why medicines are important and how to stay safe around them;
- * thinking about the changes that take place as we grow up

Communication and Language (CL)

- * role playing in a pirate ship, dressing as pirates, commanding a crew and walking the plank.
- * re-tell familiar stories in the correct order;
- * read a range of simple words and sentences independently;
- * following and giving instructions to complete a task
- * performing using a range of puppets

Maths (M)

- * racing snails and other animals and recording their positions;
- * looking for 2D and 3D shapes in the environment and taking photos of them;
- * using paint to create symmetrical butterfly paintings;
- * estimating how many sweets are on the plate and finding out if there are enough to share,

Physical Development (PD)

- * develop balance, co-ordination and body strength through dance;**
- * use tweezers, chop sticks and scoops to hunt for treasure;**
- * use a range of pens, pencils and chinks to develop fine motor skills;**
- * begin to use the Letterjoin scheme activities to develop handwriting skills;**

Understanding the World (UW)

- Enjoying playing and creating simple computer games;
- Comparing a pirate's life with our own;
- Looking out for hazards in the home;
- Sorting and describing different animals and thinking about how we look after them;
- Using maps to find our way around the school as we look for treasure;

Literacy (L):

- * developing our own story maps to tell different versions of familiar stories;**
- * use fantasy story language we have learned to create new characters;**
- * play games like 'Simon says' and board games to practice following instructions;**
- * give instructions to others using 'bossy verbs' to make rice crispy cakes**
- * noticing punctuation in texts,**



Expressive Arts and Design (EAD)

- Designing and making our own felt pirate puppets using simple sewing techniques;
- Drawing our own pirate maps;
- Creating and performing dances;
- Building an outdoor pirate ship;
- Enjoying blues, latin, folk and funk as we explore different musical styles from around the world.

