

**EYFS - SEVEN AREAS OF LEARNING: MEDIUM TERM PLAN BASED ON THE CHARACTERISTICS OF EFFECTIVE LEARNING: PLAYING & EXPLORING; ACTIVE LEARNING & CREATIVE AND CRITICAL THINKING.**

**Prime Area: Communication & Language**

- Listen to castle themed stories and traditional tales, accurately anticipating key events
- Explore information texts about castles
- Listen more attentively in a range of situations.
- Begin to show awareness of listeners' needs and give their attention to what others say and respond appropriately, while engaged in another activity
- Use past, present and future forms accurately when talking about events that have happened or are to happen in the future
- Explore the sounds of new words.
- Start to develop narratives and explanations by connecting ideas or events

**Prime Area: Physical Development**

- Develop fine motor control and coordination
- Handle equipment and tools more effectively, including pencils for writing
- Improve control and co-ordination in large and small movements via gym.
- Show increasing understanding that good practises with regard to exercise, eating, sleeping and hygiene can contribute to good health

**Prime Area: Personal, Social & Emotional Development**

- Work with others – listening to others, more confident to speak in a familiar group, will talk about their ideas, and will choose the resources they need for their chosen activities.
- Form positive relationships with adults and other children
- Develop persistence to keep going and reach a goal
- Adjust behaviour to different situations, and more able to take changes of routine in their stride.
- Takes steps to resolve conflict with their peers

**Underwater Class  
TERM: 3 2019**

**Literacy**

- Continue to develop phonic skills to support reading and writing e.g linking some sounds to letters
- Use phonic knowledge to decode regular words and read them aloud accurately
- Begin to read some common irregular words.
- Transfer skills by using phonic knowledge to write words in ways which match their spoken sounds
- Attempt to write some irregular common words
- Develop segmenting and blending skills to decode and read and write a range of words building to simple sentences
- Use information text to create castle fact files
- Use traditional/fairy tales as impetus to creating own 'Once Upon a Time' style narratives

**Understanding of the World**

- Explore similarities and differences in relation to, places, objects, materials and living things e.g. comparing castles around the world
- Undertake investigations linked to tower building and making buildings stronger structurally
- Use ICT to find and retrieve facts about castles and how people lived in the past.

**Mathematics**

- Use resources to practically extend and consolidate understanding of addition and subtraction including how to add/ subtract two single-digit numbers and count on/back to find the answer
- Find one more/less than a number from 1 to 20 and beyond
- Use developing mathematical ideas and methods to solve practical subtraction problems such as giving change
- Develop problem solving skills including doubling and halving



T3 Will you read me a story?  
Exploring turrets, towers and tunnels  
through information texts and stories

**Expressive Arts & Design**

- Use imagination in art and design – create 'castle' sculptures
- Children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Children begin to represent own ideas and feelings via art, music, dance, role play and stories
- Comparing work of a range of artists and their original castle masterpieces
- Create own music and experiment with ways of changing sounds