

# Class 1 and 2 Continuous Provision Web 2015 -2016 (Autumn)



## Art

Provide a range of materials that differ in their properties. Additionally provide property key words that describe the texture of the materials. Children try match the material with the correct describing words.

In the construction area provide different resources that could be used to join different materials e.g. glue, tape, string, blueback...

Provide paper strips so children can experiment with weaving.

## Computing

Use the Bee-Bot app in the computing area so children can experiment with programming a simple robot.

Provide challenge cards in the computer area for children to programme a 'robot' for a specific outcome e.g. to produce a square.

Children create their own algorithms to create their own game.

## Design Technology

Provide children with vehicles that have a different about of wheel and different size wheels. Children race the vehicles recording the outcomes and identifying if number of wheel and size of the wheel make a difference to a vehicles speed.

Use different construct equipment to create a vehicle.

Provide a planning format in the writing area where children can plan and describe a vehicle they plan to make.

## English

### Fiction

- Predict how different stories end
- link character experiences to their own
- plan, orally re-tell and evaluate their writing

### Non-Fiction

- Ask questions and recall the sequence of a story.
- include facts in their writing

### Poems

- Construct sentences to describe how things feel and sound.

## Geography

Provide blank world maps and maps of Europe which children can colour. in addition to this provide labels of the 7 continents so children can able their picture.

Set up a travel agents so children can plan holidays for their friends and describe the environments of different continents.

Provide photos of different cities e.g. brazil, Kenya... Children could recreate the cities using wooden blocks and other construction resources.

## History

Children could construct different modes of transport from the past and from now.

Use the large train track to create a track around the hall, children could use lego to create trains from different periods in time.

Create and test fly their own aeroplanes. identifying how they could improve their designs.

## Math

Measure the distance travel by a toy car.

children could create their own dot to dots for peers to complete.

use different 2D shapes to create pictures of different vehicles.

Children could use vehicles to create arrays.

Use programmable toys that can change direction and position.

## Music

Provide music in the listening area where children can listen to songs with changing pitch.

Provide children with instruments and lyrics to some well known nursery rhyme songs e.g. 1, 2, 3, 4, 5 once... A, B, C.

Allow children to use ribbons, stils... to add moment that links to the pitch of a song.

## Physical Education

Allow children to use ribbons, stils... to add moment that links to the pitch of a song.

Provide P.E. equipment so children can create their own team games with peers.

Provide children with a CD player and direct music so children can choreograph their own dances.

## P.S.H.E.

In the writing are provide 'all about me' books where children can identify what their likes and dislikes are.

Children could create a story aimed at a younger audience highlighting what they could do if hey are being bullied.

In the creative area provide outlines of people so children could create a safe setting for their character.

## Religious Education

Children could create lanterns for the hindu festival of Divali.

Children could use construction equipment and characters to build and plan a Hindu and Cristian wedding.

Children could role play different stories from the Bible.

## Science

Children could create their own animal and create its desired natural habitat in the creative area.

Provide different objects in the 'feely' box where children must use their sense of touch to describe and identify different objects.

Plan what they could make in the writing area e.g. different type of chair, pencil grip, glove. Then use materials in the creative area to make their 'object'

