

Communication and Language

listening to stories (new school/ transport)

Car garage/ fire station/train roleplay

Audio stories (IWB/ laptop/ sound buttons)

Story bags

Circle time

Memory games

Bear Book to take home each week

People who help us-visitors to come in (e.g. fire service, bus, police, train ride)

Spring 1: Ready, Steady, Go!

Personal, Social and Emotional Development

Learning how to be an effective agent- negotiating problems/ compromising/ working together

Safety/ People who help us- Fire station/ Policeman visitor

Special family members- Why Mum/ Dad (etc.) is a hero

Team Rescue games

Physical Development

PE vehicles obstacle course

Dance- Robot dance- compose, create and improve to themed music

Outdoor superhero races and rescue courses (problem solving)

Letter formation

Vehicle games/traffic Lights (negotiating space games)

Literacy

Their favourite stories from home

Phase 3 Phonics

Text Type: Narrative

Where do Diggers Sleep at Night

Duck in a Truck

Cars, Cars, Cars!

Toy Boat

Who Made this Cake?

If I Built a Car

Airport

Non fiction- how to be a fireman

Rescue Mission Story - visual props etc.

Label vehicles

Write about model vehicles

Mathematics

Number recognition and ordering Numbered cars/ train carriages- pegging/ placing in order

Transport small world- numbered parking bays
Beebots

3D shape hunts in environment

Comparing amounts vehicles (more/less)

Exploring capacity though water play (full/half full/empty)

Measuring and comparing lengths of vehicles

Problem Solving: car parking issues!

Understanding of the World

People who help us Day!

ICT- manipulate the mouse to draw a picture of a vehicle. Label. Purple mash

Chrome books

Remote control cars

Fireman/ Policeman visit- similarities and differences between local heroes.

Parents to come in and talk about their jobs- children to ask questions.

Expressive Arts and Design

Transport themed songs

Transport- build own race track/ train track/ road map

Transport themed crafts

Junk modelling