

Communication and Language

Listen to stories, rhymes, poems and non-fiction. Encourage clear, audible voice:

Sit in a circle and verbally retell the main points of the story with adult support

Read *The Gruffalo's Child* to the children. Ask them to listen to the story very carefully. Similarities/ differences?

Mystery box with claw marks outside the box, Awe, Wonder and Imagination- Discuss possibilities!

Monster descriptions/ possibilities.

Spring 2: If you go down to the woods....

Personal, Social and Emotional Development

Role Play: A child taking a toy, how would they solve the problem without using aggression? .

Encourage children to begin self-regulating home corner/ construction area- finding compromises.

Whole class conflict resolution- discuss problems and solve them as a class.

Worry box established and promoted.

Physical Development

Learn how to use the apparatus in the hall- balancing, jumping, landing, negotiating space.

Travel Game : children are to move in different ways once they hear the word travel: children can Skip, jump, jog, side step.

Chasing games- Steal the egg game; grab the ribbon game; Stuck in the Mud.

Gruffalo Team Games

Dance and movement- moving like different monsters; large, slow, high movements, and small, quick, low and scuttling movements.

Make up your own monster dance to music.

Literacy

The Gruffalo/ The Gruffalo's Child/ The Gruffalo Song/ The Troll/ A Squash and a Squeeze.

Sequence events from the story and write a sentence to accompany each picture.

Reading opportunities:

A monster hunt in the woods, read the instructions to find the clues to get to the monster.

Writing opportunities-

Write simple sentences to determine the instructions they used to find the clues in the woods.

Write your own monster adventure story with beginning, middle and end.

Mathematics

Number- using a range of objects (numicon, bears, number lines), find the total number of items in two groups of animals by counting all of them.

Shapes- 3D shape hunt around the woods, feely bag what shapes can you feel, describe the properties of some 3D shapes.

2D shapes: Describing the properties of 2D shapes, using a feely bag to aid.

Positional Language: Using the teddy, position it using words such as next to, behind, in front of etc.

Adding: Finding one more from a group of objects

Subtracting: Finding one less from a group of objects

Understanding of the World.

Observe different environments

Discuss habitats-why do different animals live there?

Gruffalo Trail Trip- Danbury
Pancake Day/ Shrove Tuesday (28th Febth 2017)

Lent (1st March - 13th April)
Indian Spring festival 'Holi' (Mon 13th March 2-17)

Mother's Day (Sun 26th March)

Easter (April 16th)

Expressive Arts and Design

Observational drawings- pastels/ pencils/ paints.

Design and build a shelter for the woods.

Act out the Gruffalo Story.

Woodland crafts/forest schools activities