

# Learning Overview – Foundation Stage - Ladybirds

## Spring Term 2019 Rockets and Robots

### Physical Development

- **Gross motor development** -Physical literacy sessions to develop movement skills, including running, hopping, jumping, catching and throwing. Using equipment including large and small balls, bats and racquets to play simple games. Climbing, swinging and moving over and under the fixed equipment in the playground. Movement to music in PE, creating a robot dance. Outside area - role play decking, vehicles and bikes, sandpit, digging pit, building and construction, water play, textures kitchen, large scale painting and drawing.
- **Fine motor development** - Use small tools, including hole punch, brushes, stapler, scissors and needles. Focus activities including threading, sewing on the sewing table, gripping and posting. Build using bricks, construction kits and recycled materials.

### Communication and Language, Literacy

- Stories and poems linked to the theme – Peace at Last, Whatever Next, Can't You Sleep Little Bear?, How to Catch a Star, Roaring Rockets, The Way Back Home
- Using information books to find out about stars, planets and space travel
- Using known sounds to read simple words and captions
- Phonics - Letters and sounds, learning phase 3 sounds, phase 3 tricky words, letter formation and handwriting. Listening games.
- Writing labels, lists and postcards from characters in stories
- Exploring and sharing ideas and imagination in the role play areas
- Using writing and reading skills to explore ideas in independent play

### Mathematics

- **Counting and understanding number** Recognising, reading and matching numbers to 15. Exploring, talking about and representing how numbers to 15 are made up of other smaller numbers. Finding examples of numbers in the environment.
- **Addition and subtraction** Exploring addition and subtraction using everyday language. Talking about mathematical ideas in full sentences. Solving practical problems involving counting, addition and subtraction.
- **Measures** Exploring volume and capacity in practical activities, for example in the textures kitchen. Comparing and describing the size of different measures.
- **Shape** Using shape names when building rockets and robots. Talking about shapes using mathematical vocabulary e.g corner, sides, equal, longer, shorter. Making shapes and pictures using straws.

### Final Outcomes *Rockets and Robots*

- A moving picture of a rocket using a pivot or lever
- A painting of a starry night inspired by Vincent Van Gogh
- A screen printed lunch basket with painted foods and labels

### Understanding the World

- Using an animation app to create an animation of their moving picture.
- Exploring where light comes from and light sources. Using simple electrical components to make a light bulb illuminate.
- Finding out why night and day are different. Exploring daytime and night time creatures. Answering questions such as 'Where does light come from? Why does the moon change shape? Why can't we see stars in the day?'
- Finding out about life in space, how rockets are launched, food in space, life as an astronaut. Drying fruits and exploring the differences in texture and taste between dry and fresh.
- Designing a space suit and choosing the best materials to keep an astronaut warm.
- Describing materials and sorting them into reflective and non-reflective. Using mirrors and light sources. Finding out how to make shadow puppets.
- Finding out about Chinese New Year and the culture of China

### Expressive Arts and Design

- **Role play**- Home corner, Baby Bear's living room, rocket and space station, quiet bedroom story time, building dark places and dens
- **Imaginative play**- Small world toys, bricks, train track, vehicles, wild animals, farm animals, dolls house, puppets, moonscape play tray
- **Music**— Listening to music and matching robotic movements to the sounds. Listening to and repeating rhythms using bodies and percussion instruments. Singing.
- **Art** - making planets using a range of art techniques including marbling and splatter painting, printing robots using loose parts and shapes, screen printing patterns, using a range of brushes and thick paint to create textures and patterns