

## WK 1 - Learning Challenge Wk beg 24.4.17

### OVERVIEW – 'Recount of Easter holidays'

**PSED** – Share St George's Day story, what type of character was the dragon? How do you think the Fair Maiden felt?

**CL** – Circle time, sharing what we have all been doing during the Easter holidays.

**PD** – Developing our coordination skills in the hall using the apparatus.

**L** – Writing a recount of the activities we have been participating in during the Easter holidays.

**M** – Number problems, addition and subtraction using the Gingerbread man's buttons as well as feet from 'One is a Snail text'.

Shape hunt – can we find and name all the 2D and 3D shapes hidden in the garden?

**UW** – Using the interactive whiteboard can you create a picture to match your written recount?

**EAD** – Can you paint your favourite character from the 'St George and the Dragon' story?

## WK 2 - Learning Challenge

Wk beg 2.5.17

### OVERVIEW – Rhyming Focus

#### Story Focus – 'Oi Frog'

**PSED** – Circle time – do you have any pets?

Discuss the importance of looking after pets.

**CL** – Play the game silly soup using characters from the story. Can you continue a rhyming string? Record children's thoughts and ideas.

**PD** – Can you move like different animals from the story? Fine motor – can you design and make an animal from the story using play-dough?

**L** – Choose a picture from the story, can you write the correct rhyming sentence underneath? Create your own 'Oi Frog' story.

**M** – Number problems – introduce subtraction.

**UW** – Research animals from the story.

Research and discuss the role of a Vet.

**EAD** – Can you paint your favourite character from the story?



#### UNDERSTAND THE CODES USED

7 areas of learning:

**PSED** – Personal Social and Emotional Development

**CL** – Communication and Language

**PD** – Physical Development

**L** – Literacy

**M** – Mathematics

**UW** – Understand the World

**EAD** – Expressive Arts and Design

## MAIN LEARNING CHALLENGES

### SUMMER TERM 1

#### RECEPTION

### Life cycle of a caterpillar

## WK 5 - Learning Challenge Wk beg 22.5.17

### OVERVIEW – Healthy eating

#### Story Focus – 'The Very Hungry Caterpillar'

**PSED** – Circle time – how is the caterpillar feeling after he ate all the food in the story?

**CL** – 'The Very Hungry Caterpillar' story rehearsal – talk for writing. Can you put the story in the correct order?

**PD** – Can you sort the healthy/unhealthy food? Can you create a healthy food menu for the caterpillar?

**L** – Talk for writing/ innovation stage, can you create your own version of the story?

**M** – Select objects and find the heaviest and the lightest? Introduce money – can you be a till operator in the pet shop?

**UW** – Research what we will need at Hadrian Park Pet Shop. Create a fact book about some of the animals for sale in our pet shop.

**EAD** – Paint your favour characters from the story, fruit and vegetable printing all for our new Hungry Caterpillar display board.

## WK 3&4 - Learning Challenge Wk beg 8.5.17 & 15.5.17

### OVERVIEW – Non-Fiction

#### Focus – Life cycle of a caterpillar

**PSED** – Circle time, how could we protect the minibests in our garden?

**CL** – Can you sequence the life cycle of a caterpillar. Using talk for writing actions can you label different parts of a caterpillar and butterfly?

**PD** – Re-enact caterpillar life cycle using movements in hall session.

**L** – Create a non-fiction fact book on the life cycle of a caterpillar. Introduce 'The Very Hungry Caterpillar' using talk for writing actions.

**M** – Subtraction problem solving activities – how many sweets will you have left? Symmetry using butterfly wings, can you create your own?

**UW** – Record children's facts on caterpillars, how many can you remember? Let's go on a caterpillar hunt in the garden? Where will we find a caterpillar? What equipment will we need?

**EAD** – Can you paint a butterfly or a caterpillar? Design and make a caterpillar using lollipop sticks.

Create a pet shop role play area.