

WK 1 - Learning Challenge Wk beg 8.1.18
OVERVIEW – Introduce T4W story – How to Catch a Star.
Where is space?

- PSED** – Circle time, discuss what we already know about space and what would we like to find out.
- CL** – Listening to the story How to Catch a Star, deciding together our T4W actions.
- PD** – Revisiting throwing and catching skills during our P.E. session.
- L** – Story rehearsal of the story ‘How to Catch a Star’. Performing the story in groups, e.g. Boys/girls/colour groups etc.
- M** – Size ordering the planets from smallest to largest. Introducing weight and capacity.
- UW** – Exploring space, how many new facts can we find out?
- EAD** – Design and create a vehicle so we can travel to space.

WK 2- Learning Challenge Wk beg 15.1.18
OVERVIEW – Continue with T4W story.
How could we travel to space?

- PSED** – Children to take turns playing our race to the moon game.
- CL** – Using various role play resources, can you act out the story?
- PD** – Make paper mache planets for our amazing space display.
- L** – Record the ‘How to Catch a Star’ story on a story map. Can you label your creation?
- M** – Children to choose a numbered planet, can you count out the correct amount of rockets to match the number you have chosen? Extension – can you find the piece of numicon to match your total amount?
- UW** – Record children’s knowledge about space; create a space display where children’s facts are included.
- EAD** – Exploring mixing different colours to create all the different colours we have seen in the planets. Can you create your own space music using different instruments?



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 CHALLENGE

Can you build castles in the sky?
T4W – How to Catch a Star.

WK 5 - Learning Challenge Wk beg 5.2.18
OVERVIEW – Information text: space
How could we catch a star?

- PSED** – Discussing why the little boy in our story wanted to catch a star.
- CL** – Circle time; discuss how we could catch a star.
- PD** – Explore different ways of moving to represent different space items, e.g. crouching down and leaping up as a rocket is taking off into space.
- L** – Innovation stage: create our own version of the ‘How to Catch a Star’ story.
- M** – Continue addition and bar modelling. Extension: Can you write the number sentence linked to the bar modelling task.
- UW** – Design and discuss how we are going to catch a star.
- EAD** – Designing and build a large scale rocket in our outdoor area using a variety of different resources.

WK 3 /4 Learning Challenge Wk beg 22.1.18 & 29.1.18
OVERVIEW – Aliens Love Underpants.
Who will we meet in space?

- PSED** – Circle time, if I met an alien, children will be encouraged to discuss their positive attributes.
- CL** – Who might we meet in space? What would they look like and where would we find them?
- PD** – Design and make an alien using our brightly coloured playdough.
- L** – Write the start of the story ‘How to Catch a Star’.
- M** – Introduce simple addition with an emphasis on writing a simple number sentence.
- UW** – Design your own alien; write a character description to match your design.
- EAD** – Design and create a moon buggy so we can visit our aliens and explore their planet.