

Unit planner: Who help us? FS1 7 weeks

<p>Key concepts: Conflict, friendship, Justice, fairness, choices, morals</p>	<p>Intent: To provide the children with engaging opportunities to look at different occupations and understand the difference between right and wrong.</p>		
	<p>Starter: To read the story Real superheroes with Blooms questioning.</p>	<p>Outcomes: Children to come to school dressed as a superhero</p>	<p>Key Vocabulary:</p>
<p><u>Communication and Language (Nursery)</u> Listening, attention and understanding Enjoy listening to longer stories and can remember much of what happens. Can find it difficult to pay attention to more than one thing at a time. Understand a question or instruction that has two parts, such as "Get your coat and wait at the door". Understand 'why' questions, like: "Why do you think the caterpillar got so fat?" Can the child answer simple 'why' questions? Speaking Use a wider range of vocabulary. Sing a large repertoire of songs. Know many rhymes, be able to talk about familiar books, and be able to tell a long story. Develop their communication, but may continue to have problems with irregular tenses and plurals, such as 'runned' for 'ran', 'swimmed' for 'swam'. May have problems saying:- some sounds: r, j, th, ch, and sh- multisyllabic words such as 'pterodactyl', 'planetarium' or 'hippopotamus' Use longer sentences of four to six words. Be able to express a point of view and to debate when they disagree with an adult or a friend, using words as well as actions. Can start a conversation with an adult or a friend and continue it for many turns. Use talk to organise themselves and their play: "Let's go on a bus... you sit there... I'll be the driver."</p> <p><u>PSED(Nursery)</u> Self regulation Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen, or one which is suggested to them. Develop their sense of responsibility and membership of a community. Help to find solutions to conflicts and rivalries. For example, accepting that not everyone can be Spider-Man in the game, and suggesting other ideas. Increasingly follow rules, understanding why they are important. Do not always need an adult to remind them of a rule. Develop appropriate ways of being assertive. Talk with others to solve conflicts. Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'. Managing self Show more confidence in new social situations. Building relationships Become more outgoing with unfamiliar people, in the safe context of their setting. Play with one or more other children, extending and elaborating play ideas. Begin to understand how others might be feeling. Does the child take part in other pretend play with different roles - being the Gruffalo, for example? Can the child generally negotiate solutions to conflicts in their play? <u>Physical Development (Nursery)</u> Gross motor skills Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues.</p>	<p>PSED Continuous throughout all areas of the curriculum.</p>		
<ul style="list-style-type: none"> Can I name what's in the Feely bag- objects that real life superhero would use. Children to turn take putting their hands in the bag. (children to talk about who would use object and why.) Can I carryout jobs that help their peers and adult in foundation. E.G take the register, help friends do the zips on their coats, tidy up, hand out fruit and milk Can I use a pretend phone to make a pretend phone call to emergency services. Can I share key pieces of work with subject leaders around school. Can I create their own super vegetables as a small group, children to choose who they would like to work with. 	<p>Emergency, doctor, fire fighter, vet, nurse, dentist, helpfulness, kindness, trust, vegetable, strong, week</p>		
<p>Communication and Language continuous across all areas</p>	<ul style="list-style-type: none"> Can I use the Supertato story sack in small groups. (Blooms taxonomy questions to support understanding) Can I name Where is the superhero? Children to follow prepositional instructions to place the superhero in the right place? Can I Match pairs- Children turn take in turning cards over to make a matching pairs? Can I Picture match- 4 job roles and 4 scenarios children to match the job to the scenario. Prompting children to ask questions about different job roles? Real life superhero to come into school (TBC) Children will be encourage to ask questions about their job roles? 		<p>Emergency, evil, good, bad, doctor, help, under, on top and behind.</p>
<p>Art and Design</p>			
<ul style="list-style-type: none"> Can I use Rhythm sticks- singing familiar songs and tapping out simple beats and rhythms? Can I choose if they want to be a superhero or a bad guy and move in time to the music? Think about speed, actions and sound, Can I Choose a nursery rhymes? Can I create a super vegetable- what would their superpower be? Can I use alliteration to create simple songs? 		<p>Beat, tap, rhythm, dance, fast, slow, loud, quiet</p>	
<p>Understanding the world</p>			
<ul style="list-style-type: none"> Can I use IPADS to take photos of themselves dressed up as a super hero? Can I plant seeds (is it going to grow into Evil Pea.) Can I use a camera/Ipod to take photos of the super vegetable? Can I sit during Circle time? ask the children what they would like to be when they grow up and why. Can I sit during Circle time? what jobs do their families do? Why is their job important 		<p>Ipad, seeds, soil, water, spade, growth, change, responsibilities,</p>	
<p>PD</p>			
<ul style="list-style-type: none"> Cut out and colour a superhero and talk about what would their super power? Can I Create a large collage of supertato for display? Can I create a large Evil Pea by sponge painting? Can I Create a super vegetable using different types of media and gloopy glue? Can I Play runner beans?- look at how well the children negotiate space and listen to instructions. Can I follow Big Moves? 		<p>Scissors, printing, collage, cutting, rolling, skipping, hopping tip toe.</p>	
<p>Literature: Real superheroes Ness the Nurse Non Fiction books</p>	<p>Maths links: Counting superheroes on the planets. Use prepositional language to describe positions.</p>	<p>Published outcomes: Photos for twitter of dress up day. Children to create their own super vegetables. Plants seeds to seeds and see if they grow to be 'evil pea'</p>	
<p>Enrichment: Visit from police/Nurse School environment: Train station and big playground</p>			

Use large-muscle movements to wave flags and streamers, paint and make marks. Start taking part in some group activities which they make up for themselves, or in teams.

Are increasingly able to use and remember sequences and patterns of movements which are related to music and rhythm.

Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width.

Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel.

Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.

Fine motor skills

Use one-handed tools and equipment, for example, making snips in paper with scissors.

Use a comfortable grip with good control when holding pens and pencils.

Start to eat independently and learning how to use a knife and fork.

Show a preference for a dominant hand.

Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips.

Be increasingly independent in meeting their own care needs, e.g. brushing teeth, using the toilet, washing and drying their hands thoroughly.

Make healthy choices about food, drink, activity and toothbrushing.

Understanding the World (Nursery)

Past and Present

Begin to make sense of their own life-story and family's history.

People, culture and Communities

Show interest in different occupations.

Explore how things work.

Continue to develop positive attitudes about the differences between people.

Know that there are different countries in the world and talk about the differences they have experienced or seen in photos.

The Natural World

Use all their senses in hands-on exploration of natural materials.

Explore collections of materials with similar and/or different properties.

Talk about what they see, using a wide vocabulary.

Plant seeds and care for growing plants.

Understand the key features of the life cycle of a plant and an animal.

Begin to understand the need to respect and care for the natural environment and all living things.

Explore and talk about different forces they can feel.

Talk about the differences between materials and changes they notice.

Expressive Art and Design (Nursery)

Creating with materials

Explore different materials freely, in order to develop their ideas about how to use them and what to make.

Develop their own ideas and then decide which materials to use to express them.

Join different materials and explore different textures.

Create closed shapes with continuous lines, and begin to use these shapes to represent objects.

Draw with increasing complexity and detail, such as representing a face with a circle and including details.

Use drawing to represent ideas like movement or loud noises.

Explore colour and colour-mixing.

Being Imaginative & expressive

Take part in simple pretend play, using an object to represent something else even though they are not similar.

