

EYFS Topic Planning Autumn 2018- Exploring the Classics

Key Question – Would you prefer to live in Wonderland or the Isle of Wight?

Personal, Social & Emotional Development

- Establish class rules and routines - good listening, talk partners, outdoor play, learning environment, co-operation and resolving conflict
 - Explorability Book - children reflect on their interests and progress.
- Talk about what makes us have different feelings. (Queen of Hearts angry, White Rabbit worried, Cheshire Cat happy).
 - Turn taking and team work within key person groups
 - Road safety- walking to the library.
 - Friendships- what makes a good friend using examples from Alice in Wonderland and The Faraway Tree to illustrate.

Communication & Language

- Library visit- Listen and respond
 - Potion ingredient memory games
- Spell creations for 'Drink Me' potions- Using language to talk and describe.
- Practice understanding of positional language by following the Queen of Heart's clues to find a surprise box somewhere in school
- The cards were scared when they planted the wrong coloured roses and tried to hide their mistake. What should we do when we make mistakes?
 - Show and tell - Something that is an interesting size.
 - Listening games- Simon says, pass the message.

Physical Development

- Use large construction to make The Faraway Tree, Paddington Station and London Landmarks.
- Mad Hatter's Tea Party - tasting healthy food. Discuss why it is healthy.
 - Write Dance
 - Fiddly Fingers - Making dream catchers
 - Kids Yoga - Yoga Pretzels
 - Drawing big pictures in the style of Write Dance.
 - Google Buns - mixing ingredients to make cakes.

Key Question – How far is it to Padding Station and how could you get there?

Literacy

- Write an invitation to the Mad Hatters tea party.
- Make a list of words to describe one of the characters in Alice in Wonderland.
 - Compile a list of what Paddington might have in his suitcase.
 - Design and label own chosen world at the top of the faraway tree.
 - Instructions writing for making marmalade sandwiches.
- Write a postcard to send back to Paddington's Auntie in Peru telling her what he has been doing.

Mathematics

- Number recognition - playing card bingo
- Ordering Paddington Bear numbers 1 to 20.
- Create and draw a bear picture using 2D shapes - saying what shapes have been used.
 - Make their own pocket watch and learn to read o'clock.
 - Using play dough make different length caterpillars.
 - Make jam tarts, using scales to weigh out ingredients.

Understanding the World

- Turn white carnations red by putting in food colouring. Talk about why this happens.
 - Make Mad Hatter cress heads
 - Mix different colour potions to make Drink Me potions (colour mixing).
- Explore weather changes and keep a record of the record for a week, linking to the clouds in The Faraway Tree.
- Festivals and Celebrations - Diwali, Halloween, The Christmas Story (how was it celebrated in classic books)
- Changing state- solids, liquids and gas in potion making. Observe and discuss what happens when substances are mixed together.
 - Coding - Beebots to travel around London Paddington station.

Expressive Arts & Design

- Music Explorers - exploring different instruments and learning songs.
 - Make music to represent illustrations from our class stories.
 - Make London Paddington out of junk modelling.
 - Make hats for the Mad Hatter's Tea Party
 - Design a waterproof coat for Paddington's coat
 - Role Play - Enchanted Forest, Train station,

