

EYFS Topic Planning Autumn 2019 – The Greatest Showman

Key Question – What qualities do you need to be a ‘great showman?’

Personal, Social & Emotional Development

- Oliver Jeffers stories - discuss friendship, loneliness and independence
 - Trick Box - who is Drew? Linked to gender identity.
- Goldman's emotional intelligence - make a class emotional thermometer to develop skill of recognising emotions.
 - Friendships- what makes a good friend using examples from Kipper stories
- Gender differences - sort and discuss toys for girls and boys. Are toys gender specific?

Communication & Language

- Perform a Poem in the style of a 'Great Showman' - introduce oracy skills
 - This is me - recognise and celebrate my 'stand out' qualities
- Mountain explorers and Bear Grylls - use ordinal language to discuss and rank what to take on an expedition and why?
- Explore new vocabulary from Michael Rosen stories and learn synonyms - create word wall
 - Helicopter stories - develop oral story telling skills

Physical Development

- Male architects - explore 'stand out' global landmarks - use construction resources to recreate and design original buildings.
- Jamie Oliver and Heston Blumenthal - make nutritious food, cook from scratch, and pass it on ethos.
- Inspirational sports men and women e.g. Michael Phelps, Usain Bolt determination to improve skills - develop and improve multiple ball skills and Mile Run
 - Learn a dance routine to a song from Greatest Showman

Key Question – Are great showmen born or made?

Literacy

- Use your phonic skills to make a list of words to describe a Michael Rosen character.
- Use your phonic skills to design and write tickets for the 'greatest show'
- Use your mark making skills to design and label a map for Sir Francis Drake
 - Read and sequence instructions for making a Jamie Oliver recipe
 - Create a Michael Rosen rap using rhyming words.
- Use your phonic skills to write a postcard for Bear Grylls to send home.

Mathematics

- Use We're Going On a Bear Hunt to develop positional language
- Neil Armstrong 'Man on the Moon' - Use 2D and 3D shapes to make rockets
- The Great Pet Sale and buying tickets for shows - develop vocabulary of money
- Data and comparison of groups - tally chart for favourite Greatest Showman song.
 - Turing - using number recognition skills to create codes

Understanding the World

- Alexander Bell (telephone) - use practical activities to demonstrate sound moves through vibrations.
- Isaac Newton - create a telescope and learn about similarities and differences in space
 - David Attenborough - talk about how to care for our environment
 - Brian Cox - discuss differences in the phases of the moon
 - Guy Fawkes - research and discuss his place in history

Expressive Arts & Design

- Design role play props and masks for stage performances - select appropriate colours and materials.
- Inspirational male artists - Paul Jackson Pollock, Miro, and Kandinsky - develop drawing skills using different media.
- Look at Michael Rosen's use of gesture e.g. in Bear Hunt to inspire expressive drama and story telling
 - Perform songs from Andrew Lloyd Webber and The Greatest Showman

