

EYFS Topic Planning Autumn 2020 - A Whole New World

Key Question - Why did people undertake pilgrimages?

Personal, Social & Emotional Development

- SCARF - All About Me, My Special People, My Feelings, Kindness and Caring - linked to Native American's supporting Pilgrims.
 - Trick Box - Introduce Drew and first two tricks: Mirror Mirror and Stand Tall.
- Class Contract - Talk through expectations within the environment. Linked to Pilgrims approach to decision making. Listening to others, team work and voicing their own opinion.
- Establish class rules and routines - good listening, talk partners, outdoor play, learning environment, co-operation and resolving conflict.
- Voting and Democracy - Developing oracy and debating skills through Nursery Rhymes and Question of the Week.
- Friendships- what makes a good friend using examples from The Rainbow Fish and Sharing a Shell.

Key Question - What would you need to take on a journey?

Communication and Language

- Oracy skills - Mike Fleetham ordering activity - What would you need to take on a journey?
 - Research skills and establishing Talk Partner Skills - Sharing facts about class ship.
- Debate between classes - Views and preferences regarding modes of sailing. 1600's versus modern day. E.g. cruise ships versus the Mayflower voyage
- Language challenge - learn simple sea based poems and rhymes to perform - Rainbow Fish, Jumbilies, Lovely Literacy Pirate song, The Owl and the Pussy Cat, A Pirate's Life.
- Presentation skills - Discover facts about Thanksgiving compared to Harvest Festivals.
- Use oracy and teamwork skills to agree and plan our own Reception Team Thanksgiving

Key Question - What is the most effective material to make a boat?

Physical Development

- Build boats using a range of resources
- Healthy Living week - nutritional awareness: make a healthy meal to share, daily exercise challenge, importance of sleep (SCARF)
 - Play traditional games played by children in Elizabethan and Stewart periods.
 - Celebrate health and fitness by hosting our outdoor journey.
- Food preparation skills - Hold a sweetcorn festival and celebrate crop production.
 - Drawing big wave and ocean pictures in the style of Write Dance.
 - Practice knot skills to develop motor skills

Key Question - Why do people undertake journeys?

Literacy

- Story scribing - our ocean adventures.
- Use phonics skills to create a list words to describe an ocean character from Commotion in the Ocean.
 - Use phonics skills to create a passport for a journey.
- Use your mark making skills to draw and label a picture of the Jumbilies world.
 - Design and write a postcard - Snail and the Whale inspired.
 - Sequencing skills - instructions to prepare for a voyage.

Key Question - How many different ways can you sort items for a journey?

Mathematics

- Number recognition skills - sailing number lines, numbers on boats, fishing for numbers.
- Counting forwards and backwards - number songs to consolidate to 5, extending to 10
 - Sorting skills - ocean themed.
- One more, one less - game play linked to passengers on/off boats and Mr Grumpy's Outing
 - Number ordering skills - hidden treasure.
 - Number correspondence skills - items to take on a journey.
 - Comparing groups of identical objects - via voting system.

Key Question - What is the quickest way to travel across the world?

Understanding the World

- Map skills - make and label maps - context the globe, where are we, where would we like to visit?
 - Comparisons - weather types, global variations, impact on environment.
 - Plant life cycles - linked to growing crops to sustain health.
 - Papier Mache globes - explore the concept of countries, continents, islands
 - Scientific exploration - floating and sinking, water based experiments.
 - Identify land and ocean creatures and habitats - contrast UK and America.
 - Famous explorers - modern and historical.

Key Question - How have pilgrimages been depicted in art?

Expressive Art and Design

- Painting skills - watercolours to replicate seascapes.
- Experiment with range of mediums - pastels, crayons, colour washes - treasure maps
 - Design skills - make models of ships linked to class names
 - DT skills - construct telescopes
 - Collage skills - year group collage, key worker themed
 - Design a boat/ocean mobile
- Music skills - compose a piece of music inspired by a sea voyage

