

**St Anne's CEVA
Primary School**



**Year Group R
Terms 3 & 4
Curriculum EYFS**

Learning Theme Big Question:

If you lived in a castle who would you be?

Why is this so important? To help children understand history, time and what has past.

Other questions worth asking:

What do Princes and princesses do?

Why do some people work while others do not?

Why were animals important in the castle?

Are all witches bad?

What matters to children? (Children's questions about the big question)

- Following their interests (Frozen)
- Rags to riches
- Good v evil

What do we want the children to **know?** (Knowledge)

Selects and uses activities and resources independently
Considers the consequences of words and actions for self and others

Uses talk to organise, sequence and clarify thinking, ideas, feelings and events, exploring the meaning and sounds of new words.

Uses phonics knowledge to read simple regular words

Uses phonic knowledge to write simple regular words

In practical activities and discussions begins to use the vocabulary involved in addition and subtraction.

Use language such as circle or bigger to describe the shape and size of solids and flats.

Investigates places, objects, materials and living things by using all the senses as appropriate.

Expresses and communicates ideas, thoughts and feelings using a range of materials, suitable tools, imaginative and role-play, movement, designing and making, and a variety of songs and musical instruments.

Moves with confidence imagination and safety.

What do we want the children to know?

Understands that people have different needs, views, cultures and beliefs that need to be treated with respect. Has a developing awareness of own needs, views and feelings and is sensitive to the needs, views and feelings of other people.

Listen with enjoyment to stories, songs, rhymes and poems, sustains attentive listening and responds with relevant comments, questions and actions.

Links sounds to letters, naming and sounding letters of the alphabet.

Holds a pencil and uses it effectively.

Recognises numerals 1 ~20

Counts reliably up to 10 everyday objects

Orders numbers to 20

Asks questions about why things happen and how things work.

Explore colour, texture, shape, form and space in 2 and 3 dimensions.

Handles tools, objects, construction and malleable materials safely and with basic control.

Computing

Handa's surprise

Cultural

British values: individual liberty

What do we want them to be able to do better? (Key skills and NC skills)

What do we want them to be like? (Values, dispositions and attitudes)

How do the children want to celebrate and share their learning? (End of theme celebration of learning)

A banquet for parents

What are the big ideas? (Concepts and values)

- Rags to riches
- Forgiveness
- Doing things for love

Where can we visit? Who can visit us? (Real life experiences)

- Banwell castle
- Princess Elsa
- Birds of prey
- Archery teacher
- Visit to church to look at gargoyles

What books/films can we use? (High quality literature)

Room on the Broom
Eri the Hero
Puff the magic dragon
Medieval life
Lord Stinky Socks
Owl Babies
Dragon in a wagon
Princess and the frog
Cinderella, Beauty and the beast

What can we make?

- Potage Biscuits Bread
- Musical instruments, spell books, flower garlands/, fairy gardens
- Flags trebuchets
- Crowns /hats
- Jester sticks and wands
- Broomsticks
- Banners /coats of arms
- Stain glass

What can we use? (High quality resources)

Knights and princesses dressing up
Castle provocations
Bones and skulls
George and the dragon painting

What big words will we use? (High level vocabulary)

Medieval
Minstrel
Jester
Pauper
Proclamation
Trebuchet

What can we collect? (Tactile display to aid learning)

Jewels
Jokes
Flags
Coats of arms

What can our role –play area be? (Outdoor imaginative play)

- Castle dungeon
- Castle
- Outside ~ dragons lair
- Jousts arena

What did the children think? (Review)

What do they need next/more of? (Extend during next learning theme)

What will I do next time to make this learning theme even better? (Develop)