

Personal, Social and Emotional Development

- Discussing the choices of a character in a familiar story – what should they do?
- Role play scenarios involving conflict
- How to cope when a situation doesn't go our way
- How to make ourselves feel better when we are not feeling right

Communication and Language:

- Explaining our choices for our actions and narrating our play
- Telling silly stories to our friends
- Making conversation dens to chat with our friends
- Asking characters from a story questions to find out more
- Recounting experiences verbally

Understanding the World:

- Talking about events which happened long ago
- Photo orienteering
- Discussing 'big questions' about our environment
- Designing, testing and modifying rollercoasters
- Looking at and discussing landmarks in our local area of Wiltshire
- Planting sunflower seeds

Physical Development:

- Climbing, jumping and catching!
 - Warming up for exercise
- Writing postcards and putting them in envelopes
- Using locomotion and movement throughout the day

By the Seaside

Skylark Class EYFS – Term 6 Curriculum Map

Christian Value: Perseverance

British Value: Tolerance

Spirituality Big Question: If you could ask Jesus any question, what would it be?

Expressive Arts and Design:

- Discussing and describing famous pieces of art; commenting on and evaluating our own artwork and that of others
- Listening to and describing live music
- Resolving conflict through the Arts
- Creating a dance from scratch inspired by a story.

Literacy

- Essential Letters and Sounds – Phase 5 digraphs
- Learning our Talk for Writing story, the Papaya that Spoke
- Retelling the story through actions and with puppets
- Writing sentences with correct letter formation which can be read by ourselves and others
- Using finger spaces and beginning to use capital letters and full stops to punctuate our writing

Maths:

- Counting to 20 and beyond
- Recognising numerical patterns
- Identifying number bonds to 5 and some to 10
- Understanding the concept of odd and even numbers