



## Key texts

The Gruffalo



Where the Wild Things are.  
We're Going on a Bear Hunt.

Stickman

Owl Babies

Walking in the Jungle.



## Physical Development

Bikes and scooters.  
Cutting out characters from key stories and making stick puppets.  
Owl baby threading.  
Making stickmen out of leaves and twigs.  
Making split pin bears.



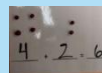
## Outdoor learning

Looking at features of the weather.  
Planting seeds.  
Going on a real-life bear hunt.  
Clay printing.  
Going on an



## Personal, social and emotional development

Playing listening and attention games.  
Using a parachute to develop team work skills.  
Working as a team to role play stories.



## Maths



Matching objects to numbers under 20.

Read and write simple number sentences.

Understand and use positional language.  
Recite the days of the week in order.

To learn number bonds to five.

Read o'clock and half past times.



## Understanding the world

To understand woodland habitats and creature that live in them.

To understand that some animals hibernate.

To learn basic map symbols.

To explore parts of the local area and their history.

To know the difference between rural and urban areas.

To learn the Easter story.



## Communication and language

Speaking about school values.  
Using key topic vocabulary in a variety of contexts.

Answer questions about weekly stories.  
Retelling weekly stories with puppets and props.



## Writing



Writing longer phase 3 sentences.

Writing multi-syllabic words and multi digraph words. Writing sentences independently with capital letters, finger spaces and full stops.



## Expressive art and design

Making Gruffalo masks.  
Creating crowns to wear.  
Designing bear hunt maps.  
Stickman printing and 3D models.  
Owl baby pictures using craft resources.  
Leaf printing with paint.  
Mother's Day and Easter cards.



## Key vocabulary

Forest, habitat, tree, branches, river, burrow, dam, bark, den, acorn, pine cone, conker, dew, spring, hatch, life cycle, seasons, crispy, crunchy