

EXPRESSIVE ART AND DESIGN
Art/Design Technology

WALT: use a range of materials to make models

Design a new planet/Use papier mache to make a new planet/Paint the new planet and add features/Make things for the Moon's gift shop/Alien models/Astronaut oxygen tank Role play characters you might meet/travelling to the moon Making stars using shapes/Space pictures

Music WALT: to listen to and respond to music about space

Listen to the Planet Suite- Move to the music- creating a dance / play instruments to the rhythm of the music/ Say what you like/dislike.

WALT: move body in different ways to music

Alien dancing/ Astronaut dancing

Thinking key

Combination key for an animal alien (what 2 animals would you combine)

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

Self-confidence and self-awareness

WALT: know that we are all good at different things

WALT: know that some actions and words can hurt others' feelings

Going For Goals SEALS

Literacy link : WALT: talk and write about ways to improve my learning

-Know what I need to get better at with my own learning

-Setting new targets

-My New year's resolution

Thinking keys

-If you can go on the moon what would you take with you and why

UNDERSTANDING OF THE WORLD

WALT: learn that there are differences between the moon and earth

Where is the moon? What do we find on the moon?

Non-fiction text/ ICT information

http://news.bbc.co.uk/onthisday/hi/dates/stories/july/21/newsid_2635000/2635845.stm

Who was the first man on the moon?-What did he see?

EAD link -Use different materials to create grass, soil, moon dust

Make moon surface using paint and flour.

WALT - investigate the effects of sun light and water on living things- grow some plants and decide what would make our plant happy and what would make it sad.

ICT: WALT-select an object from the space and paint it on the computer

Espresso What Is Space/Watch: video -Moon Landing clips

Thinking keys

Bar key for a spacesuit/space ship- What would you make Bigger/ Add/ Replace?

LITERACY

WALT: read and talk about events in stories about space

Texts: Aliens Love Underpants. Man on the Moon. The Way Back Home. Whatever Next. How to catch a star

WALT - order what is happening in a story using pictures- Story ordering activity- What happened first/ next

- Use language -

WALT draw what the astronaut did

Label a rocket//Instructions to get to and from the moon Invitations, postcards, letters /Role play writing - leaflets for tours around the moon/Reports of sightings of aliens/new planet/Diaries

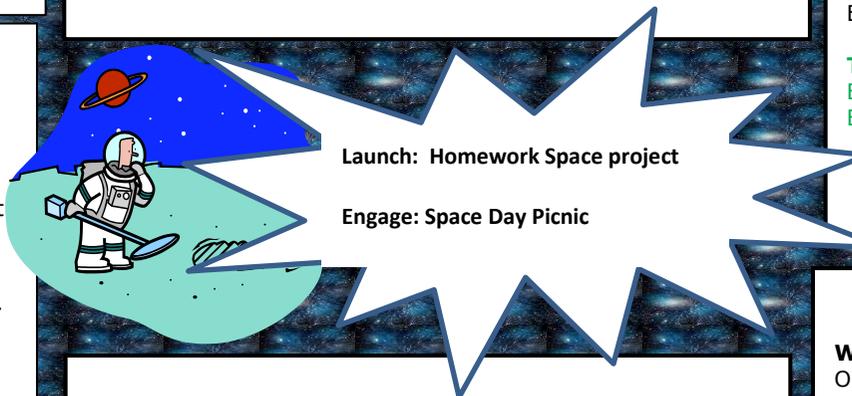
Thinking keys

List alien food from A to Z

Reverse key -What would you not take to the moon?

Commonality of and alien and a man- What is the same?

Different uses Key - What else could you use a spaceship for?



Launch: Homework Space project

Engage: Space Day Picnic

Nursery Spring 1 2018
Activities
Moonzoom

COMMUNICATION LANGUAGE AND LITERACY

WALT To be able to follow simple instructions

Follow the recipe instructions to make biscuits for the Bear to take with him to the moon

WALT: Ask and answer questions using 'why and because' 'words

What would the Bear need to take with him to the moon? Why?

WALT: Retell a story in correct order

Thinking keys

What if you meet an alien? How would you convince him to stay with you

PHYSICAL DEVELOPMENT

WALT: Climb confidently and pull themselves up on nursery play climbing equipment

PE -Multi skills activities/Outdoor play activities

WALT: use cutting, stirring, dicing , mixing skills when cooking - (Make Moon star and moon biscuits)

WALT: stand momentarily on one foot

Pretend to be an alien with one foot

Suggest how we might help the alien to stand still

MATHEMATICS

WALT: order a range of objects by size

Ordering the stars activity - Use language smallest, biggest, same, smaller than, bigger than.

WALT: Estimate and investigate heavy and light objects

Weighing different sized moon rocks

WALT: Order a range of objects by shape

Make a rocket out of different 2D shapes. Can you put the shapes that are the same together?

WALT: To be able to count up to 20

Each child to choose an action for the class to do 20 times everyday

WALT: be able to count down from 10 (Rocket- Blast off!)

Counting backwards to blast off our rocket

Thinking keys

Think of objects that you can count

