

Engage: Save Billy high up in a tree

Express: Create a superhero book cover art gallery

Communication and Language

Speaking and understanding

- Develop a bank of words to describe a superhero
- Create a story based around your superhero
- Design and describe superhero costume
- Ask a superhero character questions
- Create own superhero and give him/her a name using alliteration, develop the features/personality of the character
- Develop our own narratives and explanations by connecting ideas or events.

Listening and Attention

- Listen to different theme tunes and sound effects
- Super hearing – Identify sounds without looking, listen to sounds with ears covered/uncovered, make a range of sounds using voice, instruments and different materials

Mathematics

Number

- Count the superheroes
- Taking away animals. Counting backwards
- Match numbered keys to locks to 'rescue' toys
- Adding together groups of children in classroom

Shape, Space and Measure

- Use 2D and 3D shapes to create a superhero book cover
- Find the Superhero position on the grid and move to given positions in the classroom.
- Use language related to money for Superhero cafe

Personal, Social and Emotional Development

- Explore different attributes of superheroes
- Discuss superheroes at home, why do they think they're heroic?
- Discuss goodies and baddies
- Create 'I am Unique' posters for display
- "Daisy is good atWhat are you good at? What would you like to be good at?"
- Superheroes help people – how can we help each other? Start a record chart of what children do to help

SPRING TERM 2 2019 Activities Superheroes Nursery

Physical Development

Moving and Handling

- Build own superhero lair
- Create a superhero movement dance
- Build and move along an obstacle course
- Challenges – how fast can you run? How far can you jump? How long can you hop for?
- Finger Gym- threading superheroes, rescuing objects or heroes from the tangle, unlocking padlocks etc.
- Make a superhero vehicle out of boxes, blocks, etc.

Health and Self-Care

- Dressing up as superheroes independently
- Make a super meal with fruit or veg

Understanding the World

World

- Learn about magnets – investigate which objects in the classroom will attract a magnet
- Look at and sort different materials
- Mix substances such as water, cornflour, Gelli Barf, paint to create superhero potions
- Looking after plants/animals

People

- Discuss how our family and friends are super. What powers do they have?
- Learn about vet and doctor

- Learn about Mother's Day

Technology

- Design and make superhero gadgets e.g. superhero watches
- explore a range of superhero equipment e.g. laptops, key boards, monitors, phones, walkie-talkies and mobile phones in 'Mission Control'. Use Ipad and IWB to complete age-appropriate maths and lit games

Literacy

Reading

- Read stories about superheroes – Superhero me, Superhero mum and dad, Michael Recycle, Superworm

Writing

- Write a poster about saving the world
- Draw your own superhero and describe his super-powers
- Write menus for Superhero cafe

Expressive Arts and Design

Exploring Media and Materials

- Listen to and discuss superhero theme tunes
- Create own superhero music using percussion and junk instruments
- Create a superhero movement dance
- Design and collage your own superhero and their costume
- Design cape for a superhero
- Design a superhero story book cover
- Use construction toys to build a home and make a vehicle for a superhero
- Make wristbands, masks and superhero gadgets for role play

Being Imaginative

- Create and use Superhero café roleplay