

Physical Development

'Vehicles' dance in P.E.

Directional games & stop/ go games & obstacle courses.

Discuss health and safety with regards to different transport / road safety etc..

Continue to develop handwriting skills and scissor skills

Weekly games with P.E instructor and Forest School.

Literacy

Talk for writing—The Mouse who Sailed the Seas & Mr Gumpy's Motor Car
Writing opportunities— writing lists, letters, postcards, passports etc..

Blend and segment using Phase 2, 3 and 4 phonics sounds.

Continue to learn tricky words.

Share stories / information books about transport

Story telling—Magic carpet rides / hot air balloon rides etc..
Scribed stories

Understanding the World

Different vehicles and their uses.

Visit to a fire station and visit from fire fighters.
Go on a 'flight to France'.

Look under the bonnet of a car.

Discuss road safety— how do we keep safe?

Map making—how do you come to school

Experimenting with floating and sinking objects

Children to compare old and new types of transport.

Personal, Social and Emotional Development

Continuing to develop communication skills through WWO themes.

Learning about emergency vehicles and how teams help us

Listen to and respect each others ideas e.g. discuss favourite forms of transport using book 'You Choose'

Design a vehicle with a partner

Learning to give & receive a simple message , peer to peer.

Communication and Language Development

Discuss journeys children have been on
Play 'hot seating' and learning to ask interesting questions.

Working daily with our 'talking partner.'

Listening, talking and asking questions of visitors

Mathematics

Making graphs on the computer based on favourite vehicles

Positional words and games—bee bots
3D model of the 100 decker bus!?

Problem solving— make a river for floating boats using guttering /tin foil.

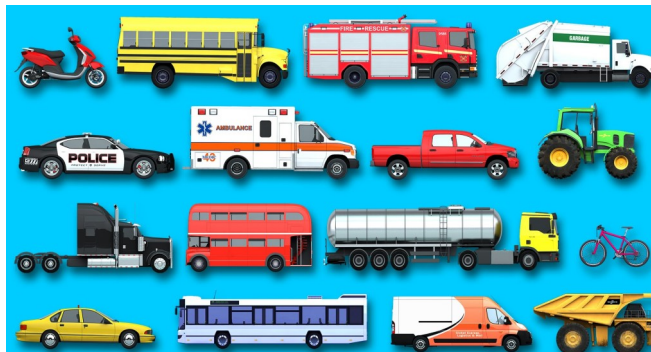
Money games— car shop— each child has 20p to spend!

Racing— measuring and comparing distances different cars travel.

Measuring time in different ways e.g. time for travelling

Transport

**Book focus— The Hundred Decker Bus
The Mouse Who Sailed the Seas
Mr Gumpy's Motor Car
Lost and Found
You choose**



Expressive Arts and Design

Role play –Garage and car wash
3D models of vehicles

Observational drawings of bikes etc..

Making vehicle 'sliders' in art.

Making paper aeroplanes

Role play –dressing up and using chairs boxes, etc for impromptu vehicles

Painting/making tracks

Responding to music (see Vehicle Dance)

Design their own vehicle in pairs