

Communication & Language

- *Follow Superhero stories and comic strips. Answer questions to show understanding.
- *Describing a Superhero character (name, appearance, power, slogan).
- * Use language to imagine, create, and plan roles for Superhero storylines.
- *Talking Table for Superhero objects.
- *Talking about things that we have observed in our 'Superhero' investigations.

Physical Development

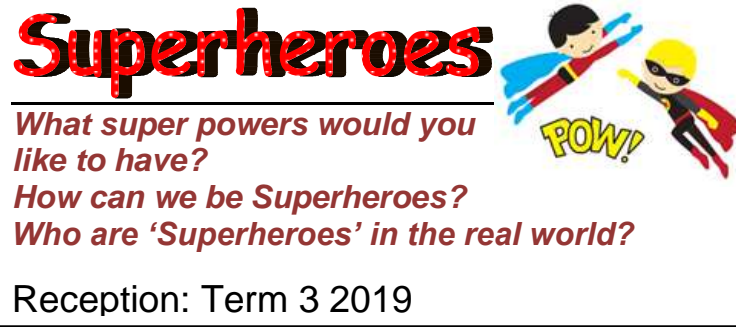
- *Superhero training – timing what we can do in one minute etc.
- *Superhero obstacle courses, climbing, balancing and travelling in different ways.
- *Fine motor skills for cutting and joining to make capes and cars.
- *Direction and positional language in PE.
- * Superhero healthy foods.

Maths

- *Maths Mastery: Numbers within 20; Finding 1 more and 1 less; estimating numbers and checking by counting.
- *Ordinal numbers.
- *Doubling and halving numbers.
- *3D shapes – making Superhero vehicles
- *Follow directions for Superhero missions.
- * BeeBot route plans for rescue missions.
- *Measuring Superpowers (length of jumps in cms and timing using a stopwatch).
- *Problem solving: Cracking codes and inventing our own.

Personal, Social & Emotional Development

- *What makes a Superhero? Good versus Bad Right versus Wrong.
- *Establish Superhero rules.
- * To plan and carry out a helpful Superhero mission. Looking after and helping others.
- *Negotiating and compromising with others.
- *What makes a real-life Superhero?
- *Recognising our talents and potential.
- *To recognise resilience, innovation, partnerships and excellence in Superheroes.



Superheroes

What super powers would you like to have?

How can we be Superheroes?

Who are 'Superheroes' in the real world?

Reception: Term 3 2019

Understanding the World

- *Investigating the best materials to make capes and masks (waterproof & transparent).
- *Investigate freezing and ice.
- *Making Superhero vehicles from recyclable materials.
- *Flight – paper aeroplanes. Explore aerodynamics properties.
- *Elasti-Girl' – Explore stretching materials.
- *'Magnito' - Explore properties of magnets.
- *External visitors – real life superheroes: nurse, doctor, police officer, firefighter etc.

Literacy

- *Talk for Writing: Retelling and innovating the story of The Three Billy Goats Gruff. Inventing our own stories based on story patterns that we know.
- * Write captions and slogans for the story characters.
- *Creating and sequencing comic strip stories.
- *Write secret messages.
- *Letters and Sounds Phase 3
- *Reading and writing tricky keywords from memory.
- *Handwriting – correct letter formation.

Expressive Arts and Design

- *Design and make Superhero split pin puppets.
- *Design Superhero logos.
- *Superhero comic strips.
- *Role play – performing Superhero plays.
- *Design capes and masks.
- *Create Superhero sound effects and music.
- *Ben 10 watches.
- *Spider webs using straws and wool.
- *Superhero dressing up day –known and made up characters.

Superhero Dressing Up Day

Thursday 14th February

Come to school dressed as you favourite Superhero (real life, or story based on your own invention).