

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 2017

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 the story of The Three Billy Goats Gruff. Innovating the story with Superhero ideas. Inventing our own stories based on story patterns that we know.
- * Write captions and slogans for Superhero.
- *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 9th February.**

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