#### Expressive arts and design

- Create pictures of places and characters
- Use plasticine/playdough to make different characters
- Use musical instruments to represent different characters in stories
- Learn songs and rhymes such as 'There was a Princess Long Ago' and 'When Goldilocks went to the house of the bears'.

#### Understanding the world

- Create simple maps and plans of imaginary landscapes
- Use ICT programmes to create pictures of traditional story characters.

# Communication and Language, Reading and Writing

- Read a variety of traditional stories e.g. 'Goldilocks and Three bears', 'The Gingerbread Man', 'Hansel and Gretel' and 'The Three Billy Goats Gruff'
- Write for different purposes e.g. letters, stories, information texts
- Identify main events of stories and explore settings and characters
- Retell and sequence stories using storytelling, role-play and storyboards
- Answer questions and discuss the stories read
- Develop a range of vocabulary related to traditional stories
- Use phonic knowledge and strategies to write simple words
- Role-play area: storytelling cottage in the woods/ 3 bears' house.

#### Physical development

- Develop control and co-ordination
- Find different ways of moving
- Travel around/under/over/through
- Push/throw/catch/kick objects
- Developing fine motor skills through strengthening finger/hand muscles.

ce u

time...

#### Personal, Social and Emotional Development

- Discuss feelings
- Look at ways to develop relationships
- Discuss what is meant by fair/unfair
- Learn the Building Learning Power word 'making links'.

#### **Events**

Visit Harlowbury to celebrate Easter. Hold a Fairy Tale Ball.

#### Key vocabulary

Story, character, traditional, setting, beginning, middle, end, princess, prince.

## **Global curriculum**

Share traditional stories from other cultures.

### Homework/Family learning

Share a variety of traditional stories and discuss the characters/ settings/main events.

#### Mathematics

- Investigate the capacity of various containers
- Develop positional language by using terms such as under, over, next to, beside, above etc
- Understand time sequences and begin to read time to the hour using an analogue clock.
- Understand the value of different coins and be able to find the correct coins to match given amounts
- Develop calculation skills involving addition and subtraction.