

CLL & Literacy

Hansel & Gretel story by Grimm brothers
Role play - to be able to retell a story using props.
Hot seating characters
Sing and act out Five pork pies for Hansel
Continue a rhyming string.
To know what a traditional and fairy story is. To be able to discuss characters, setting and plot.
Create a Hansel & Gretel story map.
The Ugly Duckling by Hans Christian Andersen
Retell the story, hot seat characters.
Create a story map
To be able to follow a story without pictures or props.
Answer 'How & Why' questions related to the stories we have read.
Segment sounds in simple words and blend to read.
Read hfw words.
Use phonic knowledge to segment to spell simple cvc words and ccvc words.

Understanding the world

Hansel & Gretel - Safety in the home, for example, the importance of keeping away from hot surfaces, fires and boiling liquids.
Discuss the similarities and differences between past and present equipment.
Reflective materials - Why do things shine at night?
What animals might Hansel & Gretel see in the woods?
What are nocturnal animals?
The Ugly Duckling - Match baby animals to the names of the adults.
Seasons, Changes & life cycles - look closely at patterns, differences & change.

Personal, Social & Emotional

Hansel & Gretel - How does it feel to be lost?
Should Hansel & Gretel go into the cottage? Who is in the cage, who put him there and who wants to help him? How would you help Hansel?
The Ugly duckling - How does it feel to be left out or different? Discuss kindness & Fairness.

Once upon a time

FS2 Spring 1

Expressive arts & design

William Morris - whole school art project
Exploring how to mix different colours, creating different patterns, symmetrical patterns, textures and printing.
Designing and creating the cottage in Hansel & Gretel.
Work as part of a team to act out Hansel & Gretel.
Use their imagination to introduce a story in their play.
Select tools and techniques needed to shape, assemble and join materials they are using.

Mathematics

SSM - Hansel & Gretel. Recognising & naming 2D shapes on the cottage.
Learn the names of common 3D solid shapes.
SSM - positional language - behind/next to/under/on top.
Order objects by weight/capacity/height
Use everyday language related to money - café role play, paying & giving change.
Use the language of adding & subtraction.
Addition - finding the total number of objects by counting them all recording using marks they can explain.
Symmetry - William Morris designs

Physical development

Hansel & Gretel - Healthy eating & a healthy diet.
Shows some understanding that good practices with regard to exercise, eating, sleeping and hygiene can contribute to good health.
Hold pencil correctly to form letters correctly.
Gymnastics - good control in large and small movements.
Practice some appropriate measures without supervision.