

Primary Curriculum Driver: UW (Understanding of the World)

Intended outcome:

- To make comments and ask questions about aspects of their familiar world, e.g. ranges of different buildings.
- To talk about some of the things they have observed or have prior knowledge of.
- To begin to talk about why things happen or how things work.

Proposed learning opportunities:

- Explore a range of castles through history and compare them to buildings in our local area, e.g. shops, Churches etc.
- To look at the features of castles and find out why they were built that way.
- To talk about features of castles they would use in their own designs. To support children to design and make their own simple castles.

Nursery

Curriculum Information

Spring 2

Long, Long Ago:

Castles, Traditional Tales



Secondary Curriculum Driver: L (Literacy)

Intended outcome:

- Describe main story settings, events and principal characters.
- Hears and says the initial sound in words.
- Links sounds to letters, naming and sounding the letters of the alphabet.
- Gives meaning to marks they make as they draw, write and paint.
- Language and emerging writing in the role play castle.

Proposed learning opportunities:

- Provide a variety of fiction and non-fiction books relating to castles and traditional tales.
- Talk about the characters in stories we explore.
- Simple castle labelling.
- Speed sounds activities linked to theme where possible.
- Castle/ traditional tales writing frames, word cards and word mats.
- Make up our own story books and castle fact files.
- Writing medieval menus in the role play.
- Supported writing for Jack and the Beanstalk.

Mathematical Development:

Proposed learning opportunities:

- Beginning to explore time, e.g. sequencing parts of the day.
- Continue to explore 2D shapes.
- Using familiar shapes/ common objects to create and recreate patterns and build models.
- Begin to use simple language relating to money.

Expressive Arts and Design:

Proposed Opportunities:

- Making castles and parts of the castle
- Designing own castles and fictional characters, e.g. giants etc.
- Designing costumes and settings.

Personal, Social, Emotional:

Proposed opportunities:

- Teamwork challenges
- Parachute games

Physical Development:

Proposed opportunities:

- Using the new balance bikes safely, mounting, dismounting, and negotiating around obstacles.

Communication and Language:

Proposed learning opportunities:

- Role play in the castle.
- Castle/ traditional tales story stones.
- Traditional songs and rhymes.
- Fairy tale/ fantasy world imaginary play.
- Fairy tale listening and attention activities.
*The storytelling chair