Nursery

**Secondary Curriculum Driver: L (Literacy)**

**Intended outcome:**

* Describes 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.
* Reading stories about history, castles, Kings, Queens, Knights and Dragons, (Zog, Zog and the Flying Doctors, The Queens Crown, The Paperbag Princess etc.)

**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. Look at castles in storybooks.
* To talk about features of castles they would use in their own designs. To support children to design and make their own simple castles.

Curriculum Information

Summer 1

Long, Long Ago:

Castles, Traditional Tales



**Expressive Arts and Design:**

**Proposed Opportunities:**

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

**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.**

**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 to share oral stories.

**Physical Development:**

**Proposed opportunities:**

* Using the new balance bikes safely, mounting, dismounting, and negotiating around obstacles.
* Commando Joes
* Athletics and team games.

**Personal, Social, Emotional:**

**Proposed opportunities:**

* Teamwork challenges, supported through the Commando Joe programme.
* Parachute games
* Sharing and taking turns
* Taking on different roles in the role play area.