

# Learning Overview - EYFS Codden. Traditional Tales / Spring - Term

## Personal, Social, Emotional Development

- What makes a good friend?
- What can I do to keep my body healthy?
- What can I do to look after my mental health and wellbeing? (Children's mental health week)
- How do I keep calm when I feel frustrated?
- Why do we wait politely when someone else is speaking?
- Why do I need to help tidy up?

## Understanding the World

### **Questions to investigate:**

What makes plants grow?

How are the seasons different?

How do Christians celebrate Easter?

How do Hindu's celebrate Holi?

How can I make a Beebot move?

## Communication, language and Literacy

**Texts:** The Snow Thief, The Three Billy Goats Gruff, Jack and the Beanstalk, A Seed in Need, Red Riding Hood, Chinese New Year.

- Make links to own experiences. Ask how and why questions...
- Retell a story with story language
- Listen to and talk about stories to build familiarity and understanding.
- Read and write words containing Phase 3 sounds. Learn tricky words.
- Write captions, lists, letters and sentences.
- Follow two step instructions.

## Physical Development

- Hold pencil effectively with comfortable grip and form recognisable letters most of which are correctly formed
- Threading, cutting, weaving, playdough.
- Handle tools, objects, construction and malleable materials with increasing control
- Encourage children to draw freely.
- Cutting with Scissors with increasing control.

## Expressive Arts and Design

Make careful observational drawings of flowers using pastels and water colours.

To select the tools and techniques they need to assemble materials that they are using e.g creating animal masks/props for role play.

To act out in role planting seeds in the role play garden.

To explore different textures and materials.

## Mathematics

- Count up to ten objects
- Represent, order and explore numbers to ten
- One more or fewer, one greater or less
- Addition and subtraction within 10
- Explore addition as counting on and subtraction as taking away
- Count up to 15 objects and recognise different representations
- Order and explore numbers to 15
- One more or fewer