

EXPRESSIVE ART AND DESIGN Art/Design Technology

WALT: use a range of materials to make models

Design a new planet/Use papier mache to make a new planet/Paint the new planet and add features/Make things for the Moon's gift shop/Alien models/Astronaut oxygen tank Role play characters you might meet/travelling to the moon Making stars using shapes/Space pictures

Music WALT: to listen to and respond to music about space

Listen to the Planet Suite- Move to the music- creating a dance / play instruments to the rhythm of the music/ Say what you like/dislike.

WALT: move body in different ways to music

Alien dancing/ Astronaut dancing

Thinking key

Combination key for an animal alien (what 2 animals would you combine)

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

Self-confidence and self-awareness

WALT: know that we are all good at different things

WALT: know that some actions and words can hurt others' feelings

Going For Goals SEALS

Literacy link : WALT: talk and write about ways to improve my learning

-Know what I need to get better at with my own learning

-Setting new targets

-My New year's resolution

Thinking keys

-If you can go on the moon what would you take with you and why

UNDERSTANDING OF THE WORLD

WALT: learn that there are differences between the moon and earth

Where is the moon? What do we find on the moon?

Non-fiction text/ ICT information

http://news.bbc.co.uk/onthisday/hi/dates/stories/july/21/newsid_2635000/2635845.stm

Who was the first man on the moon?-What did he see?

EAD link -Use different materials to create grass, soil, moon dust

Make moon surface using paint and flour.

WALT - investigate the effects of sun light and water on living things- grow some plants and decide what would make our plant happy and what would make it sad.

ICT: WALT-select an object from the space and paint it on the computer

Espresso What Is Space/Watch: video -Moon Landing clips

Thinking keys

Bar key for a spacesuit/space ship- What would you make Bigger/ Add/ Replace?

LITERACY

WALT: read and talk about events in stories about space

Texts: Aliens Love Underpants. Man on the Moon. The Way Back Home. Whatever Next. How to catch a star

WALT - order what is happening in a story using pictures- Story ordering activity- What happened first/ next

- Use language -

WALT draw what the astronaut did

Label a rocket//Instructions to get to and from the moon Invitations, postcards, letters /Role play writing - leaflets for tours around the moon/Reports of sightings of aliens/new planet/Diaries

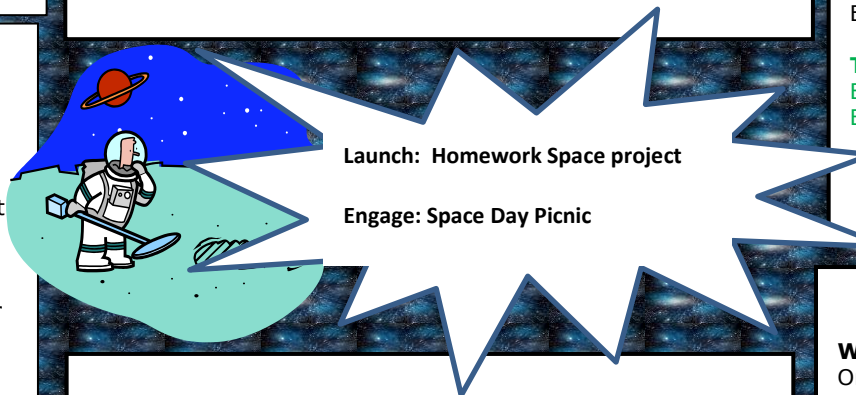
Thinking keys

List alien food from A to Z

Reverse key -What would you not take to the moon?

Commonality of and alien and a man- What is the same?

Different uses Key - What else could you use a spaceship for?



Launch: Homework Space project

Engage: Space Day Picnic

Nursery Spring 1 2018 **Activities** **Moonzoom**

COMMUNICATION LANGUAGE AND LITERACY

WALT To be able to follow simple instructions

Follow the recipe instructions to make biscuits for the Bear to take with him to the moon

WALT: Ask and answer questions using 'why and because' 'words

What would the Bear need to take with him to the moon? Why?

WALT: Retell a story in correct order

Thinking keys

What if you meet an alien? How would you convince him to stay with you

PHYSICAL DEVELOPMENT

WALT: Climb confidently and pull themselves up on nursery play climbing equipment

PE -Multi skills activities/Outdoor play activities

WALT: use cutting, stirring, dicing , mixing skills when cooking - (Make Moon star and moon biscuits)

WALT: stand momentarily on one foot

Pretend to be an alien with one foot
Suggest how we might help the alien to stand still

MATHEMATICS

WALT: order a range of objects by size

Ordering the stars activity - Use language smallest, biggest, same, smaller than, bigger than.

WALT: Estimate and investigate heavy and light objects

Weighing different sized moon rocks

WALT: Order a range of objects by shape

Make a rocket out of different 2D shapes. Can you put the shapes that are the same together?

WALT: To be able to count up to 20

Each child to choose an action for the class to do 20 times everyday

WALT: be able to count down from 10 (Rocket- Blast off!)

Counting backwards to blast off our rocket

Thinking keys

Think of objects that you can count

