

Medium Term Planning EYFS

Spring Term 2 2018 – ‘Real Heroes – What Makes a Hero?’

Personal, Social and Emotional Development

- What makes a good hero?
- Find out about People who help us
- Why is it important to help people?
- What can we learn about right and wrong?
- Exploring consequences of actions
- How can we work as a team?
- How do we keep ourselves and others safe?
- 999 and emergency services – what do we do if there is an emergency
- Fire Drill at school
- Road Safety/Signs

Communication, Language and Literacy

- Describing what ‘People who help us’ look like and do
- Listening to information from books and visitors
- Role Play – Fire Station/ First aid – acting out scenarios
- What do you want to be when you grow up?
- Phonics detectives
- Files/notepads/clipboards and writing materials
- Prompt sheets for role play area
- Reading stories about people who help us
- Exploring non fiction books/posters/images of People who help us
- Use the internet and DVDs to learn about the jobs people do
- Outdoor area following instructions in Mud Kitchen – making recipes
- Outdoor role play - large scale loose parts – describing and acting out

Physical Development

Fine Motor Skills

- Outdoor area – mark making with mud paint/chalk/water painting
- Threading with numicon
- Whisking soap in water tray (outside)
- Playdough filled balloons
- Cutting skills – tube people
- Outdoor weaving
- Tools – hammers and foam – golf tees/coloured matchsticks

Gross Motor Skills

- Hero safety – what do we do to keep ourselves and others safe?
- How shall I travel? Exploring movement – use emergency vehicles as stimulus
- Washing windows/rollers and squeegees
- Gardening – using tools/brushes/buckets
- Outside – jumping/hopscotch/ladder games
- Paint splat/fly swat
- Water bottle sprayers

Mathematical Development

- Positional language – rescue missions
- Measuring footprints/clues/trails
- Numbered bikes/vehicles/car park spaces
- Number hunts – number formation (roads and cars)
- Match people who help us and their tools/vehicles/places of work

Expressive Arts and Designs

- Creating our Role Play area/Fire Station/Fire Engine/First Aid
- Drawing/painting/collage of real heroes/people who help us – Town scene/road and people
- Fire Engine Sensory/Layered Paintings/collages
- Exploring hero’s vehicles/transport/wheels/making our own vehicles
- Dress up for different jobs. Acting out scenarios – role play – fire station/first aid station
- Small world play people who help us/hero/rescue scenes
- Set up a pretend fire outside (fabrics) to enhance outdoor role play
- Learn new songs about people who help us

Playing & Exploring (Engagement): First hand experiences, Acting out Stimulating environment Open-ended activities, Challenges, showing interests, using senses

Understanding the World

- Finding out about People who help us – Police Officers, Fire fighters, Doctors, Nurses
- Looking at and describing similarities and differences between different people’s jobs
- Find out about people who help us in the village/in our school
- Using ipads and cameras to record news reports from children in role as ‘People who help us’ on a rescue mission
- Exploring water - pipes and hoses
- Chalk flames and water investigations
- Use the internet to find out about people who help us
- Exploring road safety/signs

Creating and Thinking Critically (Thinking): Making connections, mind maps, awareness of learning, testing ideas, problem solving, making patterns, developing ideas, implementing ideas, review work

Active Learning (Motivation): Getting involved in activities over a period of time, giving children time to immerse themselves, keep trying after challenges, bouncing back, pride in their work (individually and as a team)



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