Learning Journey Map Term: Spring 2 Weeks: 6 Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture **Equality of Opportunity**

Raising pupil aspiration through inspiration, enjoyment and fulfilment; Access to academic excellence; Opportunity to enhance and develop skills/talent; Developing dedication and resilience

Talk about how to care for animals. Celebrate a range of festivals from different beliefs systems.

Enquiry Based Learning

Creative thinkers: Real life challenge Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills

Learn about what different animals live on a farm. What kind of machines and equipment do farmers use?

Inspire awe and Wonder

Use stimuli to motivate and inspire-visits, visitors, artefacts, books, videos, plays, role play etc.

Visit to Lee Valley Animal Adventure Park to gain some hands-on experience with Farm Animals. Visit the chicks in reception to experience young chicks first hand.

Force for Positive Change

Who or what has been a force for positive change? How can we be a force for positive change?

Growing new plants and caring for our garden. Learn about how we care for animals on the farm. Learn how to handle animal in preparation for farm

Nursery

Title: At the Farm



Big Bang

Large Scale farm set up in the garden

Celebrations

Visiting Lee Valley Animal Adventure Park World Book Day – Come dressed as your favourite book character.

Pancake Day – Making and eating pancakes Mother's Day – Making Mother's Day cards

Understanding the World

- Explore a range of outdoor opportunities in the Forest Garden
- Explore and respond to different observations made in their setting.
- Use all their senses in hands-on exploration of natural materials.
- Explore how the weather and seasons have changed.
- Identify different Farm Animals.
- Understand the life-cycle of a chick

Physical development

- Develop manipulation and control by pouring water, squeezing playdough, tearing/folding paper.
- Use tools to make marks e.g. pencils, paintbrushes, using rolling pins and cutters in play dough.
- Jump, skip, hop and stand on one leg.
- Use large-muscle movements to wave flags and streamers, paint and make marks.

Personal, Social and Emotional Development

• Talk about their feelings in more elaborated ways:

"I'm sad because..." or "I love it when

- friendships with Develop other children.
- Select and use activities and resources. with help when needed.
- Show more confidence in new social situations.

Communication and Language and Literacv

Story time

- Farmer Duck by Martin Waddell & **Helen Oxenbury**
- Noisy Farm by Tiger Tales
- Click, Clack, Moo by Doreen Cronin
- Esme's Egg by Neil Griffiths
- Marvin Wanted More! by Joseph Theobald
- What the Ladybird Heard by Julia Donaldson

Song time

- Old MacDonald's Farm
- The Animal on the Farm say...
- 5 Little Cows
- 5 Little Chicks
- Baa Baa Black Sheep
- Sleeping Bunnies
- Enjoy listening to longer stories and remember much of what happens.
- Children to use wider vocabulary.
- To count or clap syllables in a word/name

Writing

- Add some marks to their drawings, which they give meaning to.
- Write some or all their name.

Maths

- Investigate numbers 1-5.
- Say one number for each item in order: 1,2,3,4,5.
- Show 'finger numbers' up to 5.
- Link numerals and amounts e.g. find the correct number to represent 3 objects.
- Make own marks to represent numbers.
- Practice recognising the number of dots on a dice without counting them.
- Add one more to a given number.

Expressive Arts and Design

- Explore different materials, using all their senses to investigate them e.g. exploring sensory trays.
- Begin to develop complex stories using small world equipment e.g. animals and dolls houses.
- Create closed shapes with continuous lines and begin to use these shapes to represent objects.
- Finger Painting Animals (Art Project: Judith Ann Braun)