

Medium Term Planning		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					
Teaching and Learning Principles and Curriculum Driver					
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	Enquiry Based Learning Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills	Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Force for Positive Change Who or what has been a force for positive change? How can we be a force for positive change?		
Talking about the pets that they children would like to have. Talking about how to take care of animals.	Making homes for pets using different materials. Making a salad. What can we put in it? How can we cut the vegetables?	Going on a pet hunt around the school grounds. Visit Miss Ross and her dogs Bella and Teddy.	Talking about tidying and recycling – keeping the local environment safe for animals.		

YEAR : Nursery (Puffins)

Title: Animals

Big Bang – Visit Miss Ross and her dogs Bella and Teddy.

School Trip/Special Events

- Animal hunt
- Children bringing in pictures of their own pets to show their friends.

Personal, Social, Emotional Development

- Develop friendships that have been formed.
- Express preferences – talking about the pet that they would like to have.
- Beginning to show ‘effortful control’ for example waiting for their turn on the slide.
- Become more independent in the classroom e.g. washing hands on their own.

Communication and Language

- Develop language and vocabulary based on our learning journey. Children will learn the names of different pets and things associated with them e.g. dog, tail, bone by playing bingo games and looking at books and pictures.
- Developing listening skills by listening to and saying the sounds that different pets make.
- Develop pretend play by playing in the vets role play area.

Expressive Arts & Design

- Scrunching and sticking – Animal collage using different textures.
- Painting – animal printing/ painting.
- Moulding – rolling dough to make whiskers and tails
- Cutting – snipping
- Push and Pull – using brooms and rollers to mark make and paint.

Physical Development

Gross Motor Skills:

- Throwing
- Climbing and balancing – obstacle courses
- Moving like different pets.

Fine Motor Skills:

- Dough disco
- Tweezer control
- Threading
- Using brushes and sponges to clean.
- Pouring into containers

Understanding of the World

- Talking about different pets. What do they look like? How do we look after them?
- Looking for pets on an animal hunt/ minibeast hunt/ looking for birds in forest garden
- Digging for bones.

Literacy

Story Time:

- Dear Zoo
- Dogs
- Christopher Nibbles
- Not Norman
- Cat’s cookbook
- Songs:
- I have a pet
- B-I-N-G-O
- Peter Rabbit has a fly upon his nose
- 1,2,3,4,5 once I caught a fish alive

Mathematics

- Animal sorting – pets/not pets
- Size sorting – big and small
- Matching fish patterns
- Designing a patterned fish
- Counting the number of legs the pets have