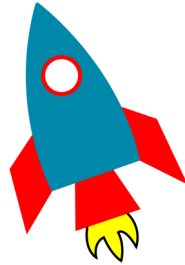


Our curriculum starts with the **child**

I'm an astronaut and I want to get in my rocket and fly to the moon!

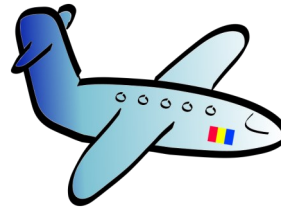
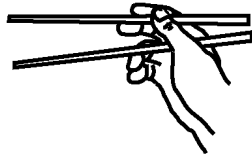


Look at me! I'm spiderman and I'm zapping my web on the wall.



I wonder how I can grow a beanstalk as tall as Jack's?

I WANT TO TRY TO USE CHOPSTICKS!



I want to be a pilot and fly all over the world

At home we lit some Diya lamps for Diwali!



I helped make a cake for my grandpa. I like adding all the ingredients.

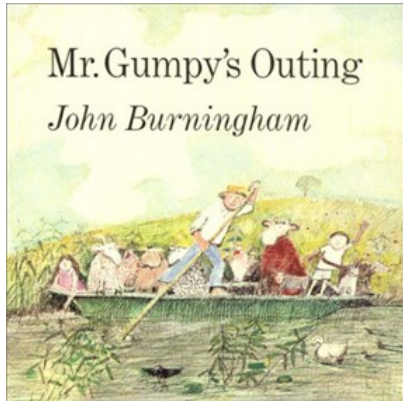


Our learning is centered around a theme that we concentrate on for the duration of a half-term. Themes and the activities which are subsequently developed for the children are created around children's interests. We then support each theme with a series of related core books which we spend two weeks reading and getting more connected to more intimately.

Previously, some of our themes have included: **transport**, **superheroes**, **growth**, **dinosaurs**, **SEASONS**, festivals, **space**, traditional tales, **wild things**, mini-beasts, *under the sea*, going to the jungle amongst others!



Then we identify ways the **adult** can facilitate



LITERACY

Exploring sounds of vehicles / phonetic transported related words

Journey maps

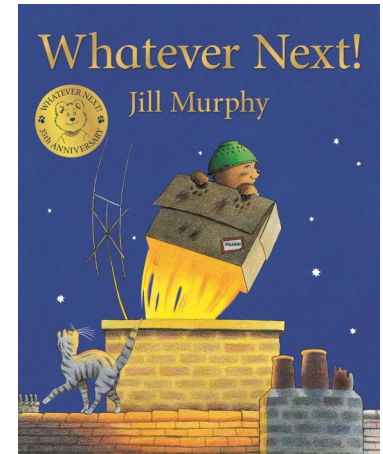
Making a transport book (Where did Mr Gumpy go next?)

PHYSICAL DEVELOPMENT

Moving like a type of transport (pedalling, soaring, gliding, chugging)

Drawing pictures of vehicles

Travelling through balancing and climbing equipment



UNDERSTANDING THE WORLD

Road safety Awareness

Experience travelling on a wide range of transport (Educational Visit)

Exploring the world beyond where they live / using Google Maps

TRANSPORT

MATHS

Creating vehicles out of 2D shapes

Identifying numbers/shapes on a journey

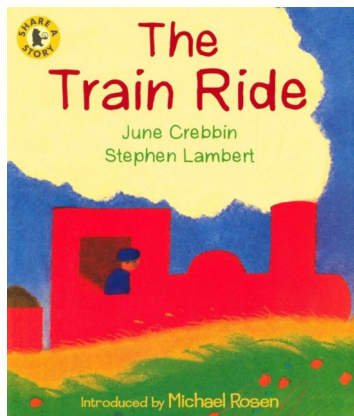
Tallying numbers of different vehicles

PERSONAL, SOCIAL, EMOTIONAL DEVELOPMENT

Social etiquette in public and on transport

Shared floor book work

Playing cooperatively / turn taking with a train track



EXPRESSIVE ARTS AND DESIGN

Building a transport model (junk box modelling)

Singing songs about transport

Role play being a pilot, train driver, conductor etc...

COMMUNICATION AND LANGUAGE

Key words associated with transport / building vocabulary

Listening to stories

Journey instructions—following directions on a road safety obstacle course



Then we think about what the **provision** can offer



Tyre Play

**Bus driver role
play**

**Exploring road
maps**

**Spaceship
role play**



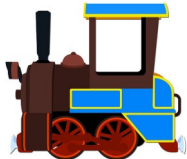
Creating Maps

**Mechanic role
play**

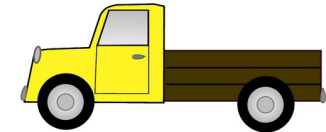


Bike Shop

TRANSPORT



**Make your
own number
plate**



**Construction
vehicles**

Racing track

**Using Tap-tap to
create vehicles**

**Using toys with
wheels to make marks**



**Design your own
mode of transport**



**Transport related
fiction / non-fiction
books**

Car wash

