

## Maths

Ordering numbered leaves for Jack's beanstalk.

Measuring and ordering beanstalks by height.

Making estimates, counting and comparing quantities.

Using 2d and 3d shapes to build a castle for the Giant.

Explore doubling, halving and sharing.

Create, continue and explain repeating patterns using natural resources.

Count on and back in 1's, 2's and 10's.

## Understanding the World

Observing changes over time in plants and living things (ie chicks, tadpoles, and caterpillars).

Observe seasonal changes and explain reasons why these changes have occurred.

Minibeast hunting in the garden.

Growing and labelling plants.

Selecting and using ICT for specific purposes.



## Physical Development

Using tweezers to pick up and sort seeds.

Digging in the garden and using tools safely.

Developing coordination, creativity and control through structured PE activities.

Talking about what we and other living things need to keep healthy.

## Expressive Art and Design

Observational drawings of flowers and plants.

Role play the story of Jack and the Beanstalk.

Explore pitch and tempo in structured music sessions.

Use natural resources to create pictures and patterns.



# Growing

## Personal, Social and Emotional Development

Explore feelings, actions and consequences through Jack and the Beanstalk.

Discuss how we can care for plants and animals and how we can care for each other at home and school.

Develop our turn-taking and cooperation skills through collaborative activities and games.

Discuss how the children have grown and changed since beginning school.

## Communication, Language and Literacy

Jack and the Beanstalk - use talk for writing to orally retell the story.

Write our own version of the story.

Daily synthetic phonics sessions.

Write about changes the children observe in our chicks.

Show and tell.

Talk about changes observed on a Spring walk.

