

## Mathematical Development

**Number:** count and compare vehicles; represent numbers to 5; one more/one less; simple addition and composition of 1, 2, 3 (and beyond).

**Shape, space and measure:** sort vehicles by type, size and colour; compare length and height; positional language; patterns; time and journeys.



## Personal, Social and Emotional Development

- Share transport resources and take turns.
- Cooperate to build roads, tracks and vehicle bases.
- Develop friendships through role play and group work.
- Learn about people who help us and how they keep us safe.
- Talk about feelings during journeys and when things might be challenging.



# Zoom Zoom! Vehicles

Bumblebees and Butterflies  
Autumn Term 2  
2026



## Communication, Language and Literacy

### Books:

- The Hundred Decker Bus (The Hundred Decker Bus Series)
- Emergency! Emergency! (Margaret Mayo)
- The Way Back Home (Oliver Jeffers)
- Naughty Bus (Jan and Jerry Oke)
- Duck in the Truck (Jez Alborough)
- Oi! Get Off Our Train! (John Burningham)
- The Train Ride (June Crebbin)



- Vehicle vocabulary and describing journeys.
- Listen to stories, predict, sequence and retell events.
- Shared and independent writing: labels, captions, tickets and maps.
- List writing: What would you pack for a journey?
- Talk about emergency vehicles and the people who help us.

## Understanding the World

### Past and present:

- How vehicles have changed over time (e.g. buses, cars, trains, planes).
- Compare old and new transport.
- Explore local transport and make maps of our journeys.

### People, culture and communities:

- Emergency services and the people who help us (firefighters, police, paramedics).
- Different forms of transport around the world.
- Road safety and how we travel safely.

### The natural world:

- Environments and habitats linked to transport (e.g. oceans, air, land).
- Look at how vehicles affect the environment (air pollution, cleaner energy).

### Technology:

- Explore how vehicles work (wheels, engines, controls).
- Use simple programs and technology to explore vehicles (apps, cameras, interactive maps).



## Physical Development

- **Get Set 4 PE – Vehicles unit of work:** travel in different ways, change direction and speed, stop safely, balance, coordination and spatial awareness.
- **Fine motor:** build with construction toys, connect tracks, use tools and make vehicle models.
- **Outdoor:** follow road-marking paths, pedal and steer wheeled toys, move in different ways.



## Expressive Arts and Design

- Junk-model vehicles and recycled materials.
- Design and build vehicles using a range of resources.
- Painting, printing and collage – tyre tracks, road patterns, vehicle pictures.
- **Music:** vehicle sounds, rhythm and steady beat; songs and rhymes about transport.
- **Role play:** vehicle, garage, petrol station, car wash, bus stop and train station.



## Computing

- Use simple programs and apps to explore vehicles (e.g. coding, drag and drop, camera).
- Search for and find information about vehicles using digital devices.
- Create digital artwork or presentations (e.g. vehicle pictures, photo stories).
- Learn how to keep safe online.

