

**Spring 2**

**Farms 'Farmer Duck'**

**Overview.**

	Week 1 – 2	Week 3 – 4	Week 5 (- 6)
Personal, Social and Emotional Development.	<p>Create vets/animal hospital role play area.                      Create farm shop in outside.                      Weeding outside area.                      Water play.                      Large construction, making farm houses                      Sand, including wet sand for construction.                      Make a pen for the animals.                      What makes our world wonderful?                      Dolls house into a farm house.                      Chatterboxes                      Precious things, what makes something special?                      Special people – Mothers. Mothers' day.                      LfL – Coram Life – Valuing Difference – I'm Special/You're Special</p>	<p>Set up farmers market/shop role play box.                      Creating own music.                      Water play with nets and foam nos and letters.                      'Painting' letters and numbers.                      Large art work.                      Co-operative role play and construction.                      Investigate bubbles.                      Sand, including farm animals, tractors and diggers.                      Create 'story mat' – large art work.                      Chatterboxes                      What makes our world wonderful?                      LfL – Coram Life – Valuing Difference – Same &amp; Different</p>	<p>Collaborative role play.                      Looking after plants in planters.                      Large construction.                      Investigate super slime.                      Investigate pasta and other grains.                      Sand.                      Large art work.                      What is Easter about? – drama                      Tasting Farm Produce, cheese                      Easter assembly and celebrations.                      Chatterboxes                      What makes our world wonderful?                      LfL – Coram Life – Valuing Difference – Kind &amp; Caring</p>
Understanding the World.	<p>Living things – comparing animals and humans.                      Sorting and classifying. Where does our food come from?                      Animal homes. Farm and wild animals, learning the correct names for homes.                      Old/new forms of transport.                      Setting up a farm.                      The life cycle of farm, matching mothers to their young.                      Art Revelation – draw and labels pictures of farm animals.  <b>KidsRome Farm Visit</b></p>	<p>Living things – plants and growing.                      Animals and their produce                      Explore and sort living things/things that have never been alive. Life cycle of a chicken.                      Signs of Spring.                      Programme Bee Bots round farm and remote control toys.                      Illustrate different parts of the Farmer Duck story using Art Revelation programme.                      Spring Trees, painting.                      Capacity with Milk bottles.</p>	<p>Stay healthy – human needs, healthy lifestyle and foods.                      Growing seeds and plants.                      Farm produce, considering the foods that come from a farm.                      Design and make a vehicle to help the Easter Bunny deliver eggs.                      Sequencing the Easter Story.                      Looking after the countryside.                      Automatic pictures using Art Revelation.                      Daffodils, collage.</p>
Expressive Arts & Design.	<p>Collage work based on the style of Piet Mondrian's 'Broadway Boogie Woogie'.                      Collage, painting and drawing based round the Farmer Duck story.                      Design and make a book cover                      Design and make a book mark.                      Design wheeled vehicle for Farmer Duck.                      Learn and perform 'What is the weather today' and 'Drummer in the Ring', loud and soft sounds.                      Farm time – texture. Collage of animal masks.</p>	<p>Monet flower paintings – poppy fields.                      Free collages and painting.                      Automatic drawings – link with Pollock                      Abstract collaborative paintings employing Jackson Pollock's methods of working.                      Design tools to help Farmer Duck.                      Large scale, udder painting.                      Creating sounds for farm animals, layers of sound. Follow a pictorial score.                      Paintings and pastels of flowers for Mothers' day cards.</p>	<p>Observational drawing.                      Make picture collage of farm using pasta and other grains.                      Easter cards.                      Learn and perform songs for Easter.                      Identifying instruments used to portray animals.                      Chn to create music for their own animal.                      The special drum – loud and quiet.                      Listen to and appraise 'Spring'.</p>
Physical Development.	<p>Dance – Mr Jelly and Mr Strong; Rabbits.                      Creative dance using scarves and ribbons.                      Gym – revise and practise jumps, balancing and travelling.</p>	<p>Dance – Wriggling William.                      Creative dance – 'Spring'.                      Gym – balancing and travelling.                      Games – hoops and quoits.</p>	<p>Dance – Blowing Bubbles.                      Gym – balances.                      Games – hoops and quoits. Revise ball skills.</p>