



Up, up and
away
Term 6

In this topic children will learn about how we travel and the different forms of transport used for different purposes – from local travel, travelling the world and even travelling into space and beyond!

Trip/ Visitors
Air steward for a question and answer session.

Inspirational introduction

The children will make junk models of different vehicles, looking at the different shapes needed !

Key texts

The naughty bus The way back home
Information books about space

As friends we will learn to:

- Adjust our behaviour to different situations, and take changes of routine in our stride.
- Show sensitivity to others' needs and feelings, and form positive relationships with adults and other children.

As communicators we will learn to:

- Give attention to what others say and respond appropriately while engaged in another activity.
- Develop their own narratives and explanations by connecting ideas or events.

As we grow will learn to:

- Show good control and co-ordination in large and small movements.
- manage their own basic hygiene and personal needs successfully.

Fabulous finisher

Have a race of moveable vehicles they have made using wood, nails, saws and hammers!

As readers and writers we will learn to:

- Read and write irregular common words.
- Demonstrate understanding when talking with others about what we have read.

As mathematicians we will learn to:

- Add and subtract two single-digit numbers and count on or back to find the answer.
- Use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.

As scientists we will learn to:

- Recognise that a range of technology is used in places such as at home and school.
- Know about similarities and differences in relation to places, objects, materials and living things.

As artists we will learn to:

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.