

**Maths**

- Measuring - capacity and length
- Counting on and back accurately
- Estimating quantities and grouping objects
- Solving puzzles and problems involving sharing, related relevant themes
- Learning properties of 2d and 3d shapes
- Time problems and ordering events of the day

**Physical Development**

- Practising physical skills, such as throwing and catching, ready for our sports event
- Creating our own games and deciding on rules ready for our sports event

**Literacy**

- Learning our story of The Enormous Turnip
- Retelling our own stories
- Role-play and acting out the narrative
- Practising writing words and sentences through writing challenges linked to the story
- Writing song lyrics

**Expressive Arts and Design**

- Designing a healthy menu/banquet for the king and queen
- Designing and creating our own role-play area
- Learning a simple song for church
- Using musical instruments to accompany songs
- Painting characters for the story

**Communication and Language**

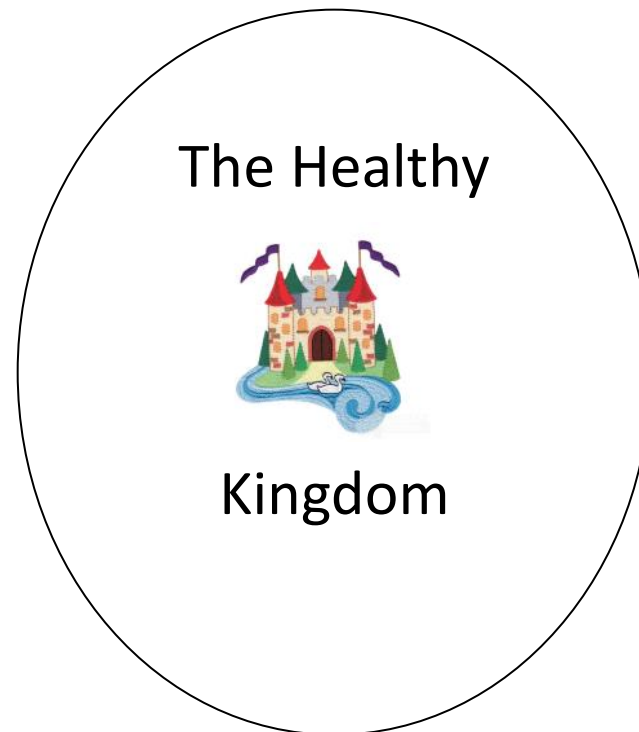
- Learning and retelling the story of The Enormous Turnip
- Exploring different characters and re-creating the story using puppets and small world characters.
- Hot seating the little old lady from the story.

**Understanding of the World**

- Logging onto the computer independently
- Navigating a simple computer program and creating computer pictures linked to our story
- Understanding the importance of a healthy diet
- Know people in the community who help us stay fit, healthy and safe (doctors, fireman, teachers,)
- Know our five senses

**Personal, Social and Emotional Development**

- Exploring what it is to be a good learner
- Learning to work through problems
- Learning to cope with changes
- Learning to support each other in activities



**WOW—planning, preparing and enjoying our medieval banquet**