

## Personal, Social and Emotional Development

SEAL: Discussing the differences between goodies and baddies.  
Looking into how superheroes work together as teams.  
Practice playing in our role-plays with other children, understanding that we play in ways which respect each other, and listen to each other's ideas.

R.E.: How do people celebrate? (Hinduism)



## Understanding the World

Celebrating festivals of own culture and beliefs and those of other people: Chinese New Year.

Investigating how things fly.

Make superhero vehicles.

Using programmable toys: using positional/directional language to direct a beebot to the castle/lair.

Using different tools on 2paint: fill, spray can, text.



## Physical Development

Dance: designing a superhero exercise regime, body shapes for superheroes, working in groups.  
Finding out what makes a healthy superhero.



Fine motor -handwriting practice, scissor skills, playdough (using different tools), finger gym games.

## Communication and Language

### Literacy

Texts: Superhero books: Supertato, The Incredibles, Marvel, Despicable Me.

Writing labels, sentences and captions.

Writing superhero potions with rhyming words.

Write about my own Superhero I have designed and share it with the class.

Phonics: using Fred Talk to read words; using Fred Fingers to break words into their sounds; reading sentences and spelling some tricky words.



# Reception Superheroes 3 weeks Jan/Feb



## Mathematics

Recognising numerals to 10.

Ordering numbers to 10/20 starting at different points and with random numbers.

Counting reliably up to 10 and 20 objects.

Use vocabulary relating to addition and subtraction.

Estimating how many objects they can see.

Investigating different 3D shapes.

Ordering through height, length, weight and capacity.

Use everyday language relating to time.



## Expressive Arts and Design

Indoor role-play: Superhero Headquarters

Outdoor role-play: Superhero castle

Design my own superhero outfit. Making superhero capes and masks. Create my own superhero using a range of resources. Use colour, texture, shape, form and space in two or three dimensions to make castle or lair or hiding place

for my superhero in junk modelling.

Music: composing superhero music with musical instruments.

