



**LAUNCH
PAD**
Beamish trip

**LANDING
PAD**
Victorian Day

Prime Area- Personal, Social and Emotional Development

- Discuss different feelings and emotions.
- Circle time games
- Children to work together in teams to create models and scenes with construction toys.
- Children to talk about and compare their own lives.
- Home corner role play and school role play.

Prime Area- Communication and Language

- Home corner and school role play.
- Simon says
- Senses investigation- guess what they smell, touch, taste etc.
- Create role play masks for fairy tales and act them out.
- Talk about and retell children all about our trip to Beamish.
- Dressing up box
- Small world with books to encourage discussion.

Prime Area- Physical Development

- PE (multi-skills and team work games)
- Mark making and writing (school, shaving foam, paint etc.)
- Finger Gym- tweezers, sewing, weaving, dough disco.
- Encourage children to shape and mould facial features and create different faces and expressions.
- Create people using playdough
- Encourage the children to explore different ways of moving and balancing using different parts of their body.
- Children to recognise the changes to their body when they are active.

Focus :
Ourselves

Before I was born

Specific Area- Literacy Reading/ Writing

- Names, labels and captions
- Fairy tales ordering and retelling
- Nursery Rhymes
- Recount of school trip using pictures
- Word mats and page borders available.
- Blank body outline to label or write in.
- Shopping list templates in home corner
- Writing on slate boards like Victorian children (Victorian school role play).
- Creating and labelling treasure maps.
- Reading Den
- Writing tool bags to carry around with notebooks, clipboards etc.

Specific Area- Mathematics

- Numbers 1-10- number songs, painting numbers etc.
- Measuring ourselves and comparing.
- Shapes
- Counting
- Sorting
- Adding
- Measurement (weight, length, height and capacity)
- Challenges within a given time limit
- Positional language (can you stand next to the sand tray etc.)
- Incy Wincy Spider Game
- Spider leg game

Specific Area- Understanding the World

- How to be safe on the computer
- Using the mouse to complete a computer programme.
- Draw around ourselves and label different body parts
- Create a playdough person with all the correct body parts.
- School life, compare school now and in the Victorian times (Victorian school role play)
- Beamish/ how they lived workshop.
- Look at our lives and compare to what we learnt in Beamish.
- Dress like the Victorian children would- how is it different?
- Autumn walk- collect autumn leaves.
- How does the weather change?
- Activities children are exposed to making and drinking tea. Encourage children to share ideas and props from their own family activities.
- Body Jigsaws for children to assemble.
- Senses Investigation and identifying the body part that goes with it (investigation area in classroom)
- Village walk- identify buildings that will have been there for a long time- church etc. (how can we tell?)

Specific Area- Expressive Arts and Design

- Create different structures using different types of materials.
- Painting portraits of ourselves using mirrors
- Junk Model Trams
- Leaf printing
- Autumn Collages
- Change the summer tree in the classroom to create an Autumn Tree, paint Autumn leaves.
- Clay trams
- Hand Print Class 1 sign (everyone together as one)
- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Copy a rhythm and create their own rhythm or tune using different body parts.
- Small world creation
- Colour mixing and paint printing.