

Communication and language
Can we talk about our favourite superhero? Can we describe a superhero? Can we listen to instructions and follow them? Can we ask why and how questions about superheroes?

Mathematics Can we count accurately to 20 then 100? Can we count backwards? Can we estimate quantities? Can we count to check? Can we sort and describe 2D shapes? Can we sort other objects? Can we explain how we have sorted them? Do we know what symmetry is? Can we make symmetrical pictures?



What would be your super power?

Literacy Can we use our phonics to sound out and write words and sentences? Can we write secret superhero messages? Can we retell the story 'Supertato'? Can we recall information from books we have read? Do we know where to find the authors name on a book? What is an illustrator? Is the book fiction or non-fiction? How can we tell?



Spring Term 2019

Expressive Arts and Design
Can we design our own super hero? What would be their special power? What would be their skill? How would they travel? What would they wear? Can we design our own superhero badge? Can we draw in the style of a comic?

Personal, social and emotional Development
What is meant by good and evil? What do superheroes do? What would be written in the superhero code? How can we be a good person and a good hero? What is respect? Why do we respect each other and our school? Why do we want to go to school? What do we want to learn about? Why do we need to learn numbers and letters?

Understanding of the world
What super power would you like to have? What would be the best material to make a superhero costume from? How can we test materials to find the best one? Can we plan and carry out as simple test? Can we use the scientific words to describe their properties?

Physical development How would a superhero move / travel? Can we design and make a vehicle for our superhero to travel in selecting, cutting and using tools safely and responsibly. How do we cut with a saw? What must we be careful of? Can we cut with scissors?

