

Year R Medium Term Topic Planning-Summer 2 Weeks 2-5 Rumble in the Jungle objectives

Guit Man Buis and Magnet	mole in the Jungle object	11462	
Reading Rumble in the Jungle- Giles Andreae and 	Writing / Mark making • Writing table	Linking sounds and letters	• All About Me bag
 David Wojtowycz Walking through the Jungle- Julie Lacome (+ group readers) Mr Archimedes Bath Just Add Water The Tiger and the Jackal Commotion in the Ocean- Giles Andreae and David Wojtowycz Harry and the Dinosaurs go Wild Non-fiction books 	 Simple sentences Initial & cvc sound word write a list of materials needed for habitat shoe box Alliteration book of jungle animals Write zoo signs Label jungle Safari Maps Endangered animal posters Letter to jungle animals 	See separate planning sheet. Funny Photo Phonics Rhyme and alliteration	 Story tapes Verbalising sentences Verbal instructions Act out rumble in the jungle and record with flip cams Circle time - video message for jungle to search for monkeys parents PSHE planning
Problem solving, Reasoning and Maths	Physical Development	Knowledg	e and Understanding of the World
 Sorting domestic and wild animals Money Number Difference Number bonds to 10 Capacity Time: use everyday language related to time. Order and sequence familiar events and measure short periods of time. Graphs Sharing objects in to equal groups Describe solutions to practical problems drawing on experience, talking about their own ideas, methods and choices Use developing mathematical ideas and methods to solve practical problems Adding 3 numbers 	 Separate games planning See Outdoor planning Separate Dance planning - may pole and circle games Run through the jungle- obstacle course Hook - Little Lost Monkey Outcome - Habitat boxes	 Make r Link to love pa love yo Come c woolly natura camout Sensor Hug a Plant s Senses Floatin Weath Displace 	outside day – worms I book marks (colour) flage moths (colouring) ry Carousel and Prickly and Tickly tree/ rub a tree eeds eg and Sinking er sement (Mr Archimedes) dd Water g
Personal, Social and Emotional Development	Creative Development Dance, Music & Singing	Crea	ative Development Art
 All About Me bag PSHE separate planning- I can remember feelings I have had and why I felt like that. I can tell you what I can do know that I couldn't do when I started school. I can tell you how change makes me feel I can tell you how change makes me feel I can tell you how change makes me feel I can talk about my feelings associated with friendships I can tell you how to stay safe at home. I can tell you how to stay safe outside. Water Safety Scrapbooks 	 - see separate plans Outdoor provision weather dance animal dances Rhythm- body, instruments and vocal Jungle songs Use own weather instruments 	glaze. Habit review Weav Corric Large basis Make maker Anima bag so	at shoe box for animal - plan &
Knowledge and Understanding of the World ICT	Creative Development Role-play / puppets		ruction / small world
 bee bots and trucks watch 'come outside' Programmable toys The Jungle Book! Maria's safari photos 	 Jungle explorers Jungle animals Puppet play- act out rumble in the jungle story 	• jungle • safari • zoo • Post i	ts for children to label
• Fairy cakes/Fruit rock cakes (see cooking book)	Outdoor Opportunities Continuous provision	• safari • jungle • Floatin	Sand / Water animals ig and sinking wwn boat to float



Year R Medium Term Topic Planning-Summer 1 Weeks 2-5 Rumble in the Jungle objectives

KL	imble in the Jungle object	
Reading	Writing / Mark making	Communication and Language
 30-50m Listen to and join in with stories and poems, one-to-one and also in small groups. Begin to be aware of the way stories are structured Suggest how the story might end. Show interest in illustrations and print in books and print in the environment. Handle books carefully. Know information can be relayed in the form of print. Know information can be relayed in the form of print. Suggests how the story might end. Listens to stories with increasing attention and recall. Describes main story settings, events and principal characters. Shows interest in illustrations and print in books and print in the environment. Recognizes familiar words and signs such as own name and advertising logos. Looks at books independently. Handles books carefully. Knows information can be relayed in the form of print. Holds books the correct way up and turns pages. Knows that print carries meaning and, in English, is read from left to right and top to bottom. 	 Handwriting/mark making Physical Development: Moving and Handling 30-50m Draws lines and circles using gross motor movements. Uses one-handed tools and equipment, e.g. makes snips in paper with child scissors. Holds pencil between thumb and two fingers, no longer using whole-hand grasp. Holds pencil hear point between first two fingers and thumb and uses it with good control Can copy some letters, eg letters from their name 40-60m Uses simple tools to effect changes to materials. Handles tools, objects, construction and malleable materials safely and with increasing control. Use simple tools to effect changes to the materials. Shows a preference for a dominant hand. Begins to use anti-clockwise movement and retrace vertical lines. Begin to form recognisable letters Literacy: Writing 30-50m Sometimes give meaning to marks that they create Ascribe meanings to marks that they see in different places 40-60m Gives meaning to marks they make as they draw, write and paint. Hears and says the initial sound in words. Can segment the sounds in simple words and blend them together. Uses some clearly identifiable letters to communicate meaning, representing some sounds correctly and in sequence. Writes own name and other things such as labels, captions. Attempts to write short sentences in meaningful 	Communication and Language: Listening and Attention 30-50m =Listens to others one to one or in small groups, when conversation interests them. =Listens to stories with increasing attention and recall. = Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories. =Focusing attention - still listen or do, but can shift own attention. =Is able to follow directions (if not intently focused on own choice of activity). 40-60m =Maintains attention, concentrates and sits quietly during appropriate activity. =Two-channelled attention - can listen and do for short span Understanding 30-50m = Beginning to understand 'why' and 'how' questions. 40-60m =Able to follow a story without pictures or props. = Listens and responds to ideas expressed Speaking 30-50m = Beginning to use more complex sentences to link thoughts (e.g. using and, because). = Uses talk to connect ideas, explain what is happening and anticipate what might happen next, recall and relive past experiences. = Questions why things happen and gives explanations. Asks e.g. who, what, when, how. = Uses intonation, rhythm and phrasing to make the meaning clear to others. = Uses talk in pretending that objects and people that are of particular importance to them. = Builds up vocabulary focused on objects and people that are of particular importance to them. = Builds up vocabulary that reflects the breadth of their experiences. = Uses talk in pretending that objects stand for something else in play, e.g. This box is my castle. 40 to 60 months = Extends vocabulary, especially by grouping and naming, exploring the meaning and sounds of new words. = Uses language to imagine and recreate roles and experiences in play situations. = Links statements and sticks to a main theme or intention. = Uses talk to organise, sequence and clarify thinking, ideas, feelings and events.
others about what they have read. Mathematics	Physical Development Gross Motor	Understanding the World
Number 30-50m	Number 30-50m	People and Communities
 Use some number names accurately in play. Sometimes match number and quantity correctly. Knows that numbers identify how many objects are in a set. 40-60m Recognise some numerals of personal significance. Recognises numerals 1 to 5. Counts up to three or four objects by saying one number name for each item. Counts actions or objects which cannot be moved. Counts out up to six objects from a larger group. Selects the correct numeral to represent 1 to 5, then 1 to 10 objects Counts an irregular arrangement of up to ten objects. Uses the language of 'more' and 'fewer' to compare two sets of objects Finds one more or one less from a group of up to five objects, then ten objects. Early Learning Goal Children count reliably with numbers from one to 20, place them in order and switch numbers is one more or one less 	 Use some number names accurately in play. Sometimes match number and quantity correctly. Knows that numbers identify how many objects are in a set. 40-60m Recognises numerals of personal significance. Recognises numerals 1 to 5. Counts up to three or four objects by saying one number name for each item. Counts actions or objects which cannot be moved. Counts objects to 10, and beginning to count beyond 10. Counts out up to six objects from a larger group. Selects the correct numeral to represent 1 to 5, then 1 to 10 objects Counts an irregular arrangement of up to ten objects. Uses the language of 'more' and 'fewer' to compare two sets of objects Finds one more or one less from a group of up to five objects, then ten objects. 	 30-50m Shows interest in the lives of people who are familiar to them. Remembers and talks about significant events in their own experience. Recognises and describes special times or events for family or friends. shows interests in different occupations and ways of life Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to friends or family. 40-60m Enjoys joining in with family customs and routines The World 30-50m aComments and asks questions about aspects of their familiar world such as the place where they live or the natural world 40-60m Looks closely at similarities, differences, patterns and change.
them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.	Early Learning Goal Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve	Early Learning Goal Children know about similarities and differences in relation to places, objects, materials and living things. They talk about the features of their own immediate environment and how environments might vary from one another. They make

environment.	shapes			
Uses positional language.	or making arrangements with objects.			
Show interest in shape by sustained construction activity	Show awareness of similarities in shapes in the			
or by talking about shapes or arrangements.	environment.			
Use shapes appropriately for tasks.	Uses positional language.			
Begin to talk about the shapes of everyday objects.	Show interest in shape by sustained construction			
40-60m	activity			
Can describe their relative position such as 'behind' or	or by talking about shapes or arrangements.			
'next to'.	Use shapes appropriately for tasks.			
Orders two or three items by length or height.	Begin to talk about the shapes of everyday objects.			
Orders two items by weight or capacity.	40-60m			
Uses everyday language related to time.	Can describe their relative position such as 'behind'			
Beginning to use everyday language related to money.	or 'next to'.			
Orders and sequences familiar events.	Orders two or three items by length or height.			
problems.	Orders two items by weight or capacity.			
	Uses everyday language related to time.			
	Beginning to use everyday language related to money.			
	 Orders and sequences familiar events. 			
Linking sounds and letters				
Show awareness of rhyme and alliteration.	2			
Recognise rhythm in spoken words.				
Continue a rhyming string.				
Hear and say the initial sound in words and know which lette	ers represent some of the sounds.			
Hear and say sounds in words in the order in which they occur.				

... Links sounds to letters naming and sounding the letters of the alphabet.

- Use their phonic knowledge to write simple regular words and make phonetically plausible attempts at more complex words.



Year R Medium Term Topic Planning-Summer 1 Weeks 2-5 Rumble in the Jungle objectives

Personal, Social and Emotional Development	Expressive Art & Design Creating Music & Dance	Expressive Art & Design Art
Making Relationships	Exploring media and using materials	Exploring media & Materials
30 to 50 months	30-50m	Begin to construct stacking blocks vertically and
Can play in a group, extending and elaborating play ideas, e.g. building up a	Beginning to move rhythmically.	horizontally making enclosures and creating spaces.
role-play activity with other children.	Imitates movement in response to music.	Explore what happens when they mix colours.
Initiates play, offering cues to peers to join them.	Taps out simple repeated rhythms	Choose particular colours to use for a purpose.
Keeps play going by responding to what others are saying or doing.	Explores and learns how sounds can be changed	Experiment to create different textures.
Demonstrates friendly behaviour, initiating conversations and forming	40-60m	Create constructions, collages, painting and drawings.
good relationships with peers and familiar adults.	<pre>Explores the different sounds for instruments</pre>	Use ideas involving fitting, overlapping, in, out,
40 to 60 months		enclosure, grids and sun-like shapes.
Initiates conversations, attends to and takes account of what others say.	Being Imaginative	Work creatively on a large or small scale.
Explains own knowledge and understanding, and asks appropriate questions	30-50m	Explore colour, texture, shape, form and space in
of others.	Uses movement to express feelings.	two
Takes steps to resolve conflicts with other children, e.g. finding a	Creates movement in response to music.	or three dimensions.
compromise.	Sings to self and makes up simple songs.	Understands that different media can be combined to
Early Learning Goal	Makes up rhythms.	create new effects.
Children play co-operatively, taking turns with others. They take account of	Captures experiences and responses with a	Manipulates materials to achieve a planned effect.
one another's ideas about how to organise their activity. They show	range of media, such as music, dance and paint and	Constructs with a purpose in mind, using a variety of
sensitivity to others' needs and feelings, and form positive relationships with	other materials or words.	resources.
adults and other children.	40-60m	Uses simple tools and techniques competently and

 Self Confidence and Self awareness. 30 to 50 months Confident to talk to other children when playing, and w ill communicate freely about own home and community. Shows confidence in asking adults for help. 40 to 60 months Confident to speak to others about own needs, wants, interests and opinions. Can describe self in positive terms and talk about abilities. Early Learning Goal Children are confident to try new activities, and say why they like some activities more than others. They are confident to speak in a familiar group, will talk about their ideas, and will choose the resources they need for their chosen activities. They say when they do or don't need help. Managing Feelings and Behaviour 30 to 50 months Aware of own feelings, and knows that some actions and words can hurt others' feelings. Begins to accept the needs of others and can take turns and share resources, sometimes with support from others. Can usually tolerate delay when needs are not immediately met, and understands wishes may not always be met. Can usually adopt behaviour to different events, social situations and changes in routine. 40 to 60 months Understands that own actions affect other people, for example, becomes upset or tries to comfort another child when they realise they have upset them. Aware of the boundaries set, and of behavioural expectations in the setting. Beginning to be able to negotiate and solve problems without aggression, e.g. when someone has taken their toy. Early Learning Goal Children talk about how they and others show feelings, talk about their own and others' behaviour, and its consequences, and know that some behaviour is unacceptable. They work as part of a group or class, and understand and follow the rules. They adjust their behaviour to different situations, and take changes of routine in their stride. 	 Create simple representations of events, people and objects. Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences. Chooses particular colours to use for a purpose. Introduces a storyline or narrative into their play. Plays alongside other children who are engaged in the same theme. Plays cooperatively as part of a group to develop and act out a narrative. 	 appropriately. Selects appropriate resources and adapts work where necessary. Selects tools and techniques needed to shape, assemble and join materials they are using. Being Creative Talk about personal intentions, describing what they were trying to do. Respond to comments and questions, entering into dialogue about their creations. Make comparisons and make new connections . Respond in a variety of ways to what they see, smell, touch and hear. Express and communicate their ideas, thoughts and feelings by using a widening range of materials , suitable tools, imaginative and role play, movement, designing and making and a variety of songs and musical instruments a variety of songs and musical instruments
Take changes of Fourme in Their Stifue,	Expressiv	e Art & Design
Understanding the World	Expressive Art & Design	
ICT	Role-play / puppets Construction / small world	
30-50m		on / small world
30-50m The Knows how to operate simple equipment, e.g. turns on CD player and uses remote control. Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones 40-60m Completes a simple program on a computer. Early Learning Goal	 being Imaginative 40-60m Create simple representations of events, people and objects. Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences. Introduces a storyline or narrative into their play. Plays alongside other children who are engaged in the same theme. Plays cooperatively as part of a group to develop and act out a narrative 	
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	Early Learning Goal Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories	