

Medium Term Planning				
Jack and the Beanstalk			May 2022	
Personal, Social and Emotional Development	Communication and Language	Physical Development		
<p>Play with one or more other children, extending and elaborating play ideas Develop appropriate ways of being assertive. Talk with others to solve conflicts.</p> <p>Activities: Act out the story of "Jack and the Beanstalk" Talk about what is happening to the growing seeds, and listen to the ideas of others. Use resources to make items from the story.</p>	<p>Understand 'why' questions, like: "Why do you think the caterpillar got so fat?" Know many rhymes, be able to talk about familiar books, and be able to tell a long story Use longer sentences of four to six words. Start a conversation with an adult or a friend and continue it for many turns</p> <p>Activities: Predict what will happen to the growing seeds. Explain what is happening to the seeds. Take on the roles of the characters from "Jack and the Beanstalk"</p>	<p>Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Start taking part in some group activities which they make up for themselves, or in teams. Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Show a preference for a dominant hand.</p> <p>Activities: Assault course to get to the Giant's castle in the Rainbow Garden. Practice writing labels for the different items in the castle, using correct letter formation. Paint the beanstalk and add the leaves. Use scissors to cut beanstalks and leaves</p>		
<div>Vocabulary</div> <div>AxeStole</div> <div>Poorpeek</div> <div>Beanstalkgreedy</div> <div>Harpenormous</div>				
Topic Links				
Literacy	Mathematics	Understanding the World	Expressive Arts and Design	
<p>Understand the five key concepts about print: - print has meaning - the names of the different parts of a book - print can have different purposes - page sequencing - we read English text from left to right and from top to bottom • Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother</p> <p>• Engage in extended conversations about stories, learning new vocabulary. • Use some of their print and letter knowledge in their early writing. For example: writing a pretend shopping list that starts at the top of the page; writing 'm' for mummy. • Write some or all of their name. • Write some letters accurately.</p> <p>Activities: Listen to the story of Jack and the Beanstalk. Draw and paint different objects from the story. Write simple labels matching some sounds and letters e.g. egg, gold etc. Use magnetic letters to create labels. Label own work with their name.</p>	<p>• Recite numbers past 5. • Say one number for each item in order: 1,2,3,4,5. • Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). • Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. • Experiment with their own symbols and marks as well as numerals. • Compare quantities using language: 'more than', 'fewer than'. • Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. • Make comparisons between objects relating to size, length, weight and capacity. • Select shapes appropriately: flat surfaces for building, a triangular prism for a roof, etc. • Combine shapes to make new ones - an arch, a bigger triangle, etc. • Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'</p> <p>Activities: Compare groups of magic beans/golden eggs saying which group has the most/least number. Write some numerals to match amounts of objects Find out how many pieces of Giant's gold Jack has collected altogether, by counting two piles of gold. Use 2D and 3D shapes to make a castle.</p>	<p>Talk about what they see, using a wide vocabulary. Plant seeds and care for growing plants. Understand the key features of the life cycle of a plant and an animal. Begin to understand the need to respect and care for the natural environment and all living things.</p> <p>Activities: Plant seeds and explain what is happening to them. Look at time lapse footage of flowers growing and dying. Explain similarities and differences between different types of flowers.</p>	<p>Take part in simple pretend play, using an object to represent something else even though they are not similar. Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses, etc. Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Explore colour and colour-mixing. Listen with increased attention to sounds.</p> <p>Activities: Act out the story of "Jack and the Beanstalk". Create a castle for the Giant using shapes/imagination playground Mix and experiment with paints mixing colours Paint objects from the story Use 2D and 3D shapes to make a castle.</p>	

Practice writing their name using the name cards. Draw a picture to match a label.	Order beanstalks by height Find items that are shorter and longer than the giants feet Compare whose plant is the tallest.		
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