Stickman

Medium Term Planning WB 22.11.21 Development Matters 3 to 4 yrs & Reception (Bold)

Personal, Social and Emotional Development	Communication and Language	Physical Development
Build constructive and respectful relationships. **Express their feelings and consider the feelings of others.** **Show resilience and perseverance in the face of challenge.** Talk with others to solve conflicts. Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'. Understand gradually how others might be feeling. Use large and small motor skills to do things independently, **Activities:** Role-play the story of 'Stick Man' with their friends. In pairs, tests items to see if they float or sink. Discuss predictions & results. Talk about how Stickman felt at different parts of the story.	**Retell the story, once they have developed deep familiarity with the text some as exact repetition & some in own words.** **Learn new vocabulary.** **Use new vocabulary through the day.** **Articulate their ideas and thoughts in well-formed sentences.** **Connect one idea or action to another using a range of connectives.** **Describe events in some detail.** **Listen to and talk about stories to build familiarity and understanding.** **Activities:** Act out the story of Stick Man. Describe other adventures for Stick Man to go on Sequence & retell story using pictures Hot seat Stick Man-how did he feel when …? Kim's game with woodland items. Retell story using story map.	**Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons.** **Develop overall body-strength, balance, co-ordination and agility.** **Develop the foundations of a handwriting style which is fast, accurate and efficient.** **Activities:** Cut out the Stick Man family Draw/Paint the Stick Man family & scenes from the story Make Stick Man characters-attach fabric, twigs together using different techniques Write a caption for Stickman's new adventure.

The Specific areas of learning

Literacy	Mathematics	Understanding the World	Expressive Arts and Design
Read individual letters by saying the sounds for them. **Blend sounds into words, so that they can read short words made up of known letter-sound correspondences.** **Read simple phrases and sentences made up of words with known letter–sound correspondences and, where necessary, a few exception words.** **Form lower-case and capital letters correctly.** **Spell words by identifying the sounds and then writing the sound with letter/s.** **Re-read what they have written to check that it makes sense.** Recognise the names of the different parts of a book Count or clap syllables in a word Write some letters accurately. **Activities:** Read simple captions about the Stick Man to match to the pictures. Read clues to find out where in the classroom 'Stick Man' hid	**Count objects, actions and sounds.** **Subitise.** **Link the number symbol (numeral) with its cardinal number value.** **Count beyond ten.** **Compare numbers.** **Understand the 'one more than/one less than' relationship between consecutive numbers.** **Explore the composition of numbers to 10.** **Compare length, weight and capacity.** Describe a familiar route. Discuss routes and locations, using words like 'in front of' and 'behind'. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...' **Activities:** Order the characters from 'Stick Man' by height. Order and sequence stick man numbers to 20. Match number of twigs to numeral Add 1 more, take away 1 from the bundle of twigs. Add groups of twigs. How many altogether? Describe where the Stick Man is in his tree using positional language. Count along number line using stick man figure to jump along	**Compare and contrast characters from stories, including figures from the past.** **Draw information from a simple map.** Use all their senses in hands-on exploration of natural materials. Explore collections of materials with similar and/or different properties. Talk about what they see, using a wide vocabulary. **Activities:** Draw 'Stick Man' on the computer using the 2 Simple Program.	**Develop storylines in their pretend play.** **Create collaboratively, sharing ideas, resources and skills.** Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. 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. **Activities:** Create representations of Stick Man using chalk outside, twigs, tubes etc Act out the story of Stick Man. Act out a new adventure for stick man. Paint/draw scenes from the Stick Man story Draw the Stick Man family Make Stick Man using the imagination playground blocks Use body to create forest sounds when retelling the story. Make a tree house where Stick man and his family live

Write a short caption to explain who might pick up 'Stick Man' next. Identify words that rhyme with stick? Which are real words and which are fake words? Write a list of rhyming words. Clap syllables of the characters stickman met.	Make a flag using 2D shapes as a template Describe route on Stickman's map, recreate route in Butterfly Garden.	Talk about the woods as a habitat. Explore objects that sink or float like Stick Man? Draw a map of where stickman went to on his adventures.	