

<p><b><u>Personal Social &amp; Emotional Development</u></b></p> <p><b><u>Broad Learning Intentions</u></b>                  To maintain attention, concentration and sit quietly when appropriate.                  To understand what is right and wrong and why.                  To select and use resources independently.                  To be aware of personal safety.                  To understand that people have different cultures and beliefs which need to be treated with respect.</p> <p><b><u>Key Activities and Starting Points</u></b>                  Circle time activities.                  Making choices in play situations.                  Safety in the home, dangers of electricity.                  Selecting own equipment and resources when making models in construction and with recycled materials.</p>	<p><b><u>Expressive Arts and Design</u></b></p> <p><b><u>Broad Learning Intentions</u></b>                  To explore how different sounds can be made using a variety of musical instruments.                  To learn a repertoire of songs on the theme of machines.                  To listen to music and respond imaginatively.                  To draw and paint from close observation of real life objects.</p> <p><b><u>Key Activities &amp; Starting Points</u></b>                  Experimenting with a selection of musical instruments.                  Through drama and movement in pairs and small groups explore ways in which machines move.                  Draw and paint vehicles which move.                  Blow painting with straws.                  Design a mobile machine.</p>	<p><b><u>Mathematics</u></b></p> <p><b><u>Broad Learning Intentions</u></b>                  To count to twenty in a variety of contexts.                  To begin to use the language involved in addition and subtraction.                  To relate addition to the combining of two groups of objects.                  To use 2D and 3D shapes to describe and make models, pictures and patterns.                  To explore the properties of circles (wheels and buttons on machines).                  To introduce positional language (robots and beebots).                  To compare two quantities and use language such as more or less.</p> <p><b><u>Key Activities &amp; Starting Points</u></b>                  Making models using re-cycled materials and making decisions about which 3D shape would be the most appropriate.                  Activities involving adding and taking away.</p>
<p><b><u>Communication and Language</u></b></p> <p><b><u>Broad Learning Intentions</u></b>                  To introduce technical vocabulary e.g. gears, pedals, dials, levers, cogs, etc.                  To explore words that describe the sounds machines make, e.g. hiss, squeak, rattle.</p> <p><b><u>Key Activities and Starting Points</u></b>                  Labelling a go- kart and their own model made from recycled materials.</p>	<p><b><u>Physical Development</u></b></p> <p><b><u>Broad Learning Intentions</u></b>                  To handle tools, construction &amp; malleable materials safely &amp; with increasing control.                  To learn to use large apparatus with confidence, imagination and safety.                  To become more skilful with the wheeled toys.                  To make a moving picture using levers and sliders.                  To develop control and coordination.</p> <p><b><u>Key Activities and Starting Points</u></b>                  Manoeuvre the wheeled toys around the road safety layout and simple obstacle courses.                  Circuits using large and small P.E. apparatus.                  To use balls, quoits and hoops confidently.                  Making models using a variety of equipment and resources.                  Using space theme to make sliders.</p>	<p><b><u>Understanding the World</u></b></p> <p><b><u>Broad Learning Intentions</u></b>                  To use programmed toys to support their learning.                  To find out about and identify uses of technology in their everyday lives. To investigate how things work and how things move.                  To select own materials &amp; tools to design and make a machine.                  To investigate how the wind makes things move.</p> <p><b><u>Key Activities and Starting Points</u></b>                  Discussion about the different types of machines in the home.                  Experiment with pumps, tubes and funnels in the water.                  Programmable robot 'Bee-Bot'.                  Make kites and have boat races.</p>
<p><b><u>Literacy: Reading and Writing</u></b></p> <p>To listen to and discuss stories and poems linked to the topic.                  To continue to learn cursive script.                  To continue to develop a range of reading strategies.                  To continue to develop phonic knowledge.</p> <p><b><u>Key activities and starting points</u></b>                  Use big books and stories such as <i>Mrs. Armitage</i>, <i>The Train Ride</i>, <i>To Town</i>, <i>The Wind Blew</i>, <i>Mrs. Mopple's Washing Line</i>, <i>Q Pootle 5</i>, <i>The Big Red Bus...</i>                  Emergent writing linked to the topic.</p>		

**What you can do to help:** Look with your child at the range of 'machines' in the home e.g. the washing machine, cooker, objects which operate with electricity, batteries, clockwork, levers, etc. Talk about how these might differ from when you were a child.

**Places to visit:** The Science Museum, Kew Steam Museum, The British Transport Museum at Covent Garden, 'The Look Out Discovery Centre', Bracknell.  
 Your local library for books of interest on our topic.