

Communication and Language

Talk about their own super hero with a partner/group/class using prompts about their features and abilities.

Play super listening and memory games.—listening walk, guess the voice, Kim's game.

Think of and share a superhero name and catchphrase.

Role play—superhero masks and fabric.

Make, use and test cup and string telephones/walkie talkies for super hero hotlines.

Personal, Social and Emotional Development

Discussing strengths, abilities and talents of ourselves and others.

Celebrating differences and uniqueness.

Playing super hero games and practise taking turns.

What does it mean to be a hero? Who are the super heroes in our community.?

Physical Development

Shrewsbury Half Marathon Run as part of our PE lessons at school.

Cool Kids Motor Control programme.

Super hero obstacle courses, including negotiating spaces, and moving in and out of equipment.

Scissor skills and joining skills and techniques.

Literacy

Supertato and Marvel stories

Write I can and I am sentences about their super powers

Make a superhero fact file on a known superhero and then write one for our own hero/heroine

Super Powers



Reception

Spring Term 2



Maths

Measuring superheroes using cubes

Made superheroes and dens using flat and solid shapes

Ordering and forming numbers 11-20

Understanding of the World

Tuesday in the Trees and Welly Wednesday.

Design a super hero backdrop using paint program.

Who are the super heroes in our community?

Celebrating differences and uniqueness.

Expressive Art and Design

Make our own superhero music.

Combine resources, develop joining techniques and design and make hero characters, masks, cup and string walkie talkies, costumes, gadgets and props.

Construct super hero headquarters.