# We're going on holiday

Personalise this attractive poster with the children's photographs and use it to motivate discussions and child-initiated play related to going on holiday

#### **Activities across the curriculum**

## Personal, Social and Emotional Development

- Explore the poster together and encourage the children to recall memories of flying to holiday destinations. Who did they travel with? Where did they go? Extend the discussion to include other forms of transport relevant to the children in your setting.
- Invite the children to say what they like best about air travel and discuss any anxieties that they may have about the size and noise of aircraft and the sensation of flying.

#### **Communication and Language and Literacy**

- Make a name card for each child and put them into a bag. Play 'Who is travelling today?'. Take turns to pull a card out of the bag, identify the child's name and put a circular photograph of that child in a window on the poster.
- Read the title on the poster. Discuss where the children on the poster might be going and then ask individual children where they would like to go on their holiday. Invite them to draw a picture of themselves going on holiday, and help them to scribe the caption, for example, 'I am going on holiday to Spain'.

#### **Mathematics**

- Play a dice game with six children and one adult using the laminated poster and circular photographs to determine the order that everyone can board the aeroplane. For example, the first person to throw a 1 can get on the aeroplane first, the first person to throw a 2 can get on the aeroplane second and so on. Continue until all the children are on board.
- Pose problems involving addition and subtraction, for example, 'How many round windows on the aeroplane have faces in them? How many are empty? How many windows are there altogether?'. Put photographs in all of the round windows, then ask, 'How many people will be left if two get off?'. Remove two photographs and let the children count to check.

#### **Understanding of the World**

- Talk with the children about different places that the aeroplane might fly to take people on holiday, such as tropical islands, big cities, safaris and so on.
- Explore model aeroplanes and photographs of air travel on websites, posters and books, and compare them with the image on the poster. Point out features such as the 'nose', 'tail', 'wing' and 'engine'. Why might an aeroplane have wings and engines? Make model aeroplanes from recycled materials and hang them up as mobiles.



### Using the poster

Laminate the poster and mount it in the centre of a low display board backed with light blue paper. Surround it with the children's artwork, holiday photos and postcards. Attach pictures of other forms of holiday transport on a green background below the poster. Consider individual needs by being aware of those who have not been abroad on holiday.

Using the online version why not scan your children's pictures on to the poster? You could then download recordings of each child talking about their holiday and play it back through your interactive whiteboard.

#### **Physical Development**

- Encourage the children to become aircraft designers. Let them experiment with card, paint, circular printing objects and drawing materials for their designs.
- After discussing the poster, draw a chalk landing strip outdoors and pretend to be aeroplanes taking off, flying to holiday destinations and returning to land again. Join the children on their journeys, singing 'We're going on a holiday, flying on a plane, visiting (chosen destination) and flying back again!'. Point out features such as oceans and snowy mountains.

#### **Expressive Arts and Design**

- Hang the poster in the small-world area and provide equipment for the children to create a small-world airport to take tiny characters on holiday.
- Look at the poster as inspiration for the creation of a roleplay aeroplane outdoors using equipment such as crates, boxes and planks. Use the children's circular photographs to create passports and checking-in tickets for the role-play area.

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