

Imaginary worlds

Use this monthly chart to assist your medium-term and theme planning

Personal, Social and Emotional Development			
	Activity	Early learning goal	Page
Self-confidence and Self- awareness	Kings and queens	Children are confident to try new activities, and say why they like some activities more than others.	King of the castle
Making relationships	• Fairies and goblins	Children play co-operatively, taking turns with others. They take account of one another's ideas about how to organise their activity. They show sensitivity to others' needs and feelings, and form positive relationships	Dragon's den

Communication and Language and Literacy			
	Activity	Early learning goal	Page
Writing	• 'S' for superhero	Children use their phonic knowledge to write words in ways which match their spoken sounds.	Super superheroes
Understanding	• Shiver me timbers	Children follow instructions involving several ideas or actions.	A mermaid's tale

Mathematics			
	Activity	Early learning goal	Page
Numbers	Our superheroes	Recognise numerals 1 to 20.	Super superheroes
Numbers	Comparing castles	Children count reliably and say which number is one more or one less than a given number.	King of the castle

Understanding of the World			
	Activity	Early learning goal	Page
The World	Bat play	Select the tools and techniques they need to shape, assemble and join materials they are using	Super superheros
The World	Magical mermaids	They make observations of animals and plants and explain why some things occur, and talk about changes.	A mermaid's tale

Physical Development			
	Activity	Early learning goal	Page
Moving and Handling	• Let's dance	Children show good control and co-ordination in large and small movements.	King of the castle
Moving and Handling	• Who's in the cave?	They move confidently in a range of ways, safely negotiating space.	A mermaid's tale

Expressive Arts and Design				
	Activity	Early learning goal	Page	
Exploring and Using Media and Materials	● Giant mobile	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	Dragon's den	
Exploring and Using Media and Materials	● Dragon display	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function	Dragon's den	