

Stickman			
Medium Term Planning WB 28.11.22 Development Matters 3 to 4 yrs & Reception (Bold)			
Personal, Social and Emotional Development	Communication and Language	Physical Development	
<p>Build constructive and respectful relationships.</p> <p>Express their feelings and consider the feelings of others.</p> <p>Show resilience and perseverance in the face of challenge.</p> <p>Talk with others to solve conflicts.</p> <p>Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'.</p> <p>Understand gradually how others might be feeling.</p> <p>Use large and small motor skills to do things independently,</p> <p>Activities:</p> <p>Role-play the story of 'Stick Man' with their friends.</p> <p>In pairs, tests items to see if they float or sink. Discuss predictions & results.</p> <p>Talk about how Stickman felt at different parts of the story.</p>	<p>Retell the story, once they have developed deep familiarity with the text some as exact repetition & some in own words.</p> <p>Learn new vocabulary.</p> <p>Use new vocabulary through the day.</p> <p>Articulate their ideas and thoughts in well-formed sentences.</p> <p>Connect one idea or action to another using a range of connectives.</p> <p>Describe events in some detail.</p> <p>Listen to and talk about stories to build familiarity and understanding.</p> <p>Activities:</p> <p>Act out the story of Stick Man.</p> <p>Describe other adventures for Stick Man to go on</p> <p>Sequence & retell story using pictures</p> <p>Hot seat Stick Man-how did he feel when ...?</p> <p>Kim's game with woodland items.</p> <p>Retell story using story map.</p>	<p>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.</p> <p>Develop overall body-strength, balance, co-ordination and agility.</p> <p>Develop the foundations of a handwriting style which is fast, accurate and efficient.</p> <p>Activities:</p> <p>Cut out the Stick Man family</p> <p>Draw/Paint the Stick Man family & scenes from the story</p> <p>Make Stick Man characters-attach fabric, twigs together using different techniques</p> <p>Write a caption for Stickman's new adventure.</p>	
The Specific areas of learning			
Literacy	Mathematics	Understanding the World	Expressive Arts and Design
<p>Read individual letters by saying the sounds for them.</p> <p>Blend sounds into words, so that they can read short words made up of known letter-sound correspondences.</p> <p>Read simple phrases and sentences made up of words with known letter-sound correspondences and, where necessary, a few exception words.</p> <p>Form lower-case and capital letters correctly.</p> <p>Spell words by identifying the sounds and then writing the sound with letter/s.</p> <p>Re-read what they have written to check that it makes sense.</p> <p>Recognise the names of the different parts of a book</p> <p>Count or clap syllables in a word</p> <p>Write some letters accurately.</p> <p>Activities:</p> <p>Read simple captions about the Stick Man to match to the pictures.</p> <p>Read clues to find out where in the classroom 'Stick Man' hid</p>	<p>Count objects, actions and sounds.</p> <p>Subitise.</p> <p>Link the number symbol (numeral) with its cardinal number value.</p> <p>Count beyond ten.</p> <p>Compare numbers.</p> <p>Understand the 'one more than/one less than' relationship between consecutive numbers.</p> <p>Explore the composition of numbers to 10.</p> <p>Compare length, weight and capacity.</p> <p>Describe a familiar route.</p> <p>Discuss routes and locations, using words like 'in front of' and 'behind'.</p> <p>Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'</p> <p>Activities:</p> <p>Order the characters from 'Stick Man' by height.</p> <p>Order and sequence stick man numbers to 20.</p> <p>Match number of twigs to numeral</p> <p>Add 1 more, take away 1 from the bundle of twigs.</p> <p>Add groups of twigs. How many altogether?</p> <p>Describe where the Stick Man is in his tree using positional language.</p> <p>Count along number line using stick man figure to jump along</p>	<p>Compare and contrast characters from stories, including figures from the past.</p> <p>Draw information from a simple map.</p> <p>Use all their senses in hands-on exploration of natural materials.</p> <p>Explore collections of materials with similar and/or different properties.</p> <p>Talk about what they see, using a wide vocabulary.</p> <p>Activities:</p> <p>Draw 'Stick Man' on the computer using the 2 Simple Program.</p>	<p>Develop storylines in their pretend play.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p> <p>Show different emotions in their drawings and paintings, like happiness, sadness, fear etc.</p> <p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</p> <p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Activities:</p> <p>Create representations of Stick Man using chalk outside, twigs, tubes etc</p> <p>Act out the story of Stick Man.</p> <p>Act out a new adventure for stick man.</p> <p>Paint/draw scenes from the Stick Man story</p> <p>Draw the Stick Man family</p> <p>Make Stick Man using the imagination playground blocks</p> <p>Use body to create forest sounds when retelling the story.</p> <p>Make a tree house where Stick man and his family live</p>

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.	
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