







Long Term Plans celebrate the learning opportunities that we offer children on a continuous basis. They form the foundation for the daily learning opportunities of our Early Years Foundation Stage curriculum. We observe children in order to understand and consider their current interests, development and learning. We then respond by adding additional enhanced provision and focussed experiences, to enrich the learning experiences on offer for children.



Key learning opportunities offered in this area of provision The characteristics of effective learning and EYFS aspects of learning and development

Playing and Exploring: demonstrate curiosity, interest, enjoyment and enthusiasm as they play and experiment with what they know.

Active Learning: being involved and concentrating, persevering and taking pride in achieving what they set out to do.

Creating and Thinking Critically: having their own ideas, making links and choosing ways to do things, planning, thinking ahead and using their own methods to solve problems.

Prime Areas: Personal, Social and Emotional Development, Physical Development,

Communication and Language

Specific Areas: Literacy, Mathematics, Understanding the World, Expressive Arts an Design Key aspects promoted: Mathematics: UWT: exploration and investigation, EAD: exploring and using materials

Learning experiences. Some of the things that Adult respons children may do...

Adult response to support children's learning...



PSED:

Experiment either on their own or in collaboration with others with diggerent forms of model making and painting techniques.

Make choices as they select resources, tools, appropriate shapes, colours.

Negotiate space, make contributions, discuss, listen and offer suggestions.

Communication and Language:

Talk about their experiences as they make connections through paintings and model making.

Talk about their intentions, ideas and their evolving work

Interact through language and gestures to collaborate on ideas.

Respond to instructions during focussed activitiessuch as designing kites, Christmas crafts, Chinese dragon making etc..

Physical Development:

Manipulate materials to achieve a planned eggectlearn about the properties of diggerent materials for example, as they decide which technique is best suited as they combine, connect and join-selotape, glue, staples. Praise, encourage and show interest in children's ideas and fascinations.

Provide a range of equipment which enable children to develop their ideas with satisfaction.

Anticipate and provide what they might need to represent their ideas.

Observe, Assess, Plan to extend interests through jurther experiences (OAP cycle)

Act as an assistant in the designing and making process-offer comments, suggestions and questions when appropriate

Demonstrate use of materials and share enjoyment Model and support specific skills e.g. using scissors or glue

Talk about and praise children's work
Support, supervise and interact sensitively as children
develop their awareness of others space and their
social communication skills. "How shall we decide?"
Encourage children to persevere, return to play over a
number of days and enjoy repetition to develop skills,
for example by labelling special models and geatures.



Learn how to use tools sajely

Develop scissor skills as they learn to cut sajely and accurately.

Literacy;

Begin to record their ideas using mark making and other media.

Reger to information, jiction books and technology to jind out more and to stimulate ideas.

UTW:

Create environments in which they develop their imaginative ideas- e.g. making castles, rockets, houses.

Mathematics:

Learn about diggerences between quantities, use some number language such as: more, a lot, many, not as many, diggerent, same.

Develop use of positional language: next, along, in between, behind, in gront, on top, beneath, below, under, over,

Experiment and develop vocabulary of shape and space as they make patterns and arrangements.

EAD:

Explore colour, painting, printing and colour mixing.

Justify and explain safety rules and develop personal responsibility e.g. safety us of scissors. Develop awareness of sensible rules and expectations to follow.

Speculate and ask open ended questions: why did it not stick together? I wonder how you can strengthen it? How/ where/ what and which?
Support children's excursions into their imaginary worlds by being a partner in play, encourage their inventiveness, offer support and sometimes resources, stories, photographs, mark making resources to draw up plans that act as a stimulus.

Observe what they are doing and use this to assess and plan for individuals and groups of children. Provide direction and instruction through modelling techniques such as cutting skills and how to join objects successfully.

Develop mathematical language with children as they explore shapes, their properties and small world environments: names of 2D and 3D shapes, straight, round, curved, bendy, corners, edge, sides, points, long, short, tall, short, taller, shorter.



Experiment with different media and effects- such as accessing range of different brush types.

make props to support their role play and imaginary play

Explore objects, materials and textures using all their senses

Use materials to gold, wrap, cover, weave, empty, gill and join objects

Join things together

Make collages

Make patterns

Make three-dimensional structures

Make objects for a purpose: self-chosen or adultdirected

Use resources to support play in other areas of provision

Experiment with a range of different fastenings (fitness for purpose)

Make decisions based on their developing knowledge and experience

Talk to children about what they have achieved and help them to replect so that they may wish to evaluate and modify their work.

Observe what the children are doing

Support children's interests by providing enhancements to basic resources

Encourage children to solve problems

Encourage children to evaluate their work

Encourage children to think about how they could make another one but with a slightly diggerent design or extended geatures.

Provide a jocus or stimulus for designing and making