



# Reception Outdoor Continuous Provision

## Spring 1: 2019

### Personal, Social and Emotional Development

#### **Making Relationships:**

Goodies and baddies games.

#### **Self-confidence and self-awareness:**

Begin weekly targets. Take turns during superhero games and using buggies and scooters.

#### **Managing feelings and behaviour:**

Getting familiar with the R-time rules. Negotiate and solve problems. Who is your hero? Why? Talk about how they and others show feelings. Consequences of behaviour (positive and negative)

### Communication and Language

#### **Listening and attention:**

Goodies and Baddies stories - listen attentively to a range of stories, accurately anticipate key events, respond to what hear with relevant comments.

#### **Understanding:**

What are goodies and baddies like? (Link to PSED aspects). Create missions for the superheroes responding to instructions with a two-part sequence. Develops their own narratives and use: clips from films to generate ideas, superhero costumes, floor scene for setting background, music created in EAD, etc.

**Speaking:** Create alliterative/rhyming superhero names: explore meaning and sounds of new words. Drama for new superhero stories.

### Physical Development

#### **Moving and handling:**

Explore different ways of travelling: outside resources - move and travel with confidence and skill around, under over and through spaces. Create and complete a superhero obstacle course and laser course. Climbing spider-webs. Using buggies and scooters as Superhero vehicles.

#### **Health and self-care:**

Superhero costume time challenge. Use buggies and scooters safely as superhero vehicles.

### Resources in the environment:

Kites, sails, ropes, ribbons, balloons, bubbles, wind chimes, flags, costumes, playtime pals in to talk to the class, story sequencing cards, outdoor role play re-enactment of superheroes at work, establish a HQ for superheroes, den building, rules for Superhero HQ, walkie talkie, headsets, masks, toolkits, helmets, shields, pipes, balls, water, jugs, remote control vehicles, traffic lights, scooters and bikes, clipboards, pens, rulers, timers, cones, ribbon sticks, number lines, shapes, photographs, cameras, phones, water trays, testing pots, challenges cards, superhero songs, CD player, instruments, vehicles, paint, split pins, paper, straws, marbles, chalk, sheets, ipads - movie maker, cars, superhero small world, potion making pots, food dye, sand, different types of rocks: pebbles, etc, magnifying glasses

## Superheroes

### Literacy

#### **Reading:**

Reading rules, captions and instructions for games. Numbers on number tracks.

Superhero mission going round school finding and reading clues.

#### **Writing:**

Superhero names. Labels to explain superheroes. Onomatopoeic signs for superhero display. Name badges. Invisible writing when leaving a message (chalk and wet cotton wool buds). Code writing.

### Understanding the World

#### **People and communities:**

Goodies and Baddies - the Green Villain activity (TA captured)

#### **The world:**

Dr Freeze activity - melting ice (changes). Exploring rocks and other material found on Superman's planet. Making power potions for superheroes.

#### **Technology:**

Use iPads to interview a superhero. Take pictures to create a superhero storyboard.

### Mathematics

#### **Numbers:**

Exploring games counting reliably from 1 to 10 and placing them in order. Write phone numbers for different superheroes on chalk boards. Superhero code breaking. Orders and sequences familiar events. Records using marks that they can interpret and explain. Count backwards for the blast off of superhero rockets.

#### **Shape, space and measure:**

Problem solving 'Superhero Challenges': begins to identify own mathematical problems based on own interests and fascinations.

### Expressive Art and Design

#### **Exploring and using media and materials:**

Follow Music Express and Scottish Borders. Junk modelling to make a superhero vehicle. Make superhero badges/power bracelets.

#### **Being imaginative:**

Using instruments create a superhero theme tune using outside music wall. Story telling through music: initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.



**Reception Outdoor Continuous Provision**  
**Spring 1: 2019**