

EYFS Adult Led and Provision Planning – Summer 1 Transport and Journeys

Literacy		Maths	
<p>Objectives:</p> <p><u>Comprehension</u></p> <ul style="list-style-type: none"> Retell a story with actions and / or picture prompts as part of a group -Use story language when acting out a narrative. Can explain the main events of a story -Can draw pictures of characters/ event / setting in a story. May include labels, sentences or captions. Beginning to understand that a non-fiction is not a story, it gives information instead. Fiction means story. Begin to identify and use rhyming words. <p><u>Writing</u></p> <ul style="list-style-type: none"> Writing opportunities and supported writing activities: CVC/ CCVC/CVCC words, simple sentence writing using taught 'Harder to Read and Spell Words' Writing for a purpose in role play using (recipes, shopping lists etc) Making phonetically plausible attempts at words Writing 2 (or more) simple sentences. Story planning Developing the use of finger spaces . Use a full stop to end a sentence. Form lower case and capital letters correctly. Rhyming words. Handwriting/letter formation <p><i>Reading: See Phonics LTP</i></p>		<p>Objectives:</p> <p><u>Explore 3-D Shapes (2 weeks)</u></p> <ul style="list-style-type: none"> Recognise and name 3D shapes Find 2D shapes within 3D shapes Use 3D shapes for tasks 3D shapes in the environment Identify more complex patterns Copy and continue patterns Patterns in the environment <p><u>To 20 and Beyond (2 weeks)</u></p> <p>Build numbers beyond 10</p> <ul style="list-style-type: none"> Continue patterns beyond 10 Verbal counting beyond 20 Verbal counting patterns <p><u>How many now? (1 week)</u></p> <ul style="list-style-type: none"> Add more How many did I add? Take away How many did I take away? <p><u>Manipulate, Compose and Decompose (2 weeks) Cont. after half term.</u></p> <ul style="list-style-type: none"> Select shapes for a purpose Rotate and manipulate shapes Explain shape arrangements Compose and decompose shapes Copy 2D shape pictures Find 2D shapes within 3D shapes 	
Adult Led	<p><i>See weekly phonics overview</i></p> <p>See English Planning</p> <ul style="list-style-type: none"> Travel agent role-play writing (tickets, bookings) Boarding pass name writing Story mapping a journey Packing suitcase list writing Transport sound sorting (phonics) Writing holiday postcards Traffic sign mark-making Labelling a train/bus/plane Writing simple journey stories Matching transport pictures to words Writing captions for transport pictures Creating a class holiday scrapbook Writing directions for a journey (simple maps) Sound hunts (find objects starting with 'c', 'b', 't') Filling in missing letters in transport words Sequencing journey picture cards Writing labels for a small world transport setup "Where did I go?" sentence writing (I went to...) Mark-making in sand/shaving foam (transport words) Rhyming words linked to transport (car/star, train/rain) 	Adult Led	<p>See WRM Scheme of Learning</p> <ul style="list-style-type: none"> Counting passengers onto a bus/train Numbered parking bays (match cars to numbers) Counting suitcases into groups Comparing sizes of vehicles (big/small) Ordering vehicles by size or length Counting steps on a journey (map pathways) Shape hunt with transport (wheels = circles, signs = triangles) Making repeating patterns with transport toys Sorting vehicles by type (land/air/water) Counting wheels on different vehicles Simple addition with passengers (2 on + 1 more) Subtraction stories (passengers getting off) Matching numerals to quantities (tickets, seats) Filling buses with a given number of passengers Measuring distances travelled (non-standard units like blocks) Comparing journey times (long/short) Using positional language (under, over, next to roads) Number line journeys (move a car along numbers) Estimating how many fit in a "garage" Doubling wheels or passengers (practical counting)

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Provision Ideas (tick off/date once completed or note additions)	<ul style="list-style-type: none"> • Travel agent role-play station with tickets, booking forms, and brochures. • Boarding pass or suitcase label writing for name recognition and early writing. • Story mapping journeys with pictures or props for sequencing. • Packing list writing for suitcases or holiday items. • Postcard creation from pretend holiday destinations. • Transport sound and initial letter matching activities. • Small-world or role-play storytelling with vehicles and props. • Labelling vehicles, maps, or routes with simple words. • Sequencing journey picture cards to retell a story. • Rhyming or patterned word games linked to transport (car/star, train/rain) 	Provision Ideas (tick off/date once completed or note additions)	<ul style="list-style-type: none"> • Counting passengers on buses, trains, or planes using toys or figures. • Numbered parking bays or seats for matching and recognition. • Sorting vehicles by type, size, or wheels (land, air, water). • Simple addition and subtraction stories with passengers getting on/off. • Making repeating patterns with vehicles or transport symbols. • Measuring distances travelled using non-standard units (blocks, footsteps). • Comparing sizes or lengths of vehicles and objects. • Number line journeys (move a car along numbered tracks). • Estimating how many fit in a bus, garage, or suitcase. • Shape and pattern hunts with wheels, signs, or traffic symbols. 		
Communication and Language		Personal Social and Emotional Development		Physical Development	
Objectives: <ul style="list-style-type: none"> - Weekend news and snack time discussion with peers - Longer and more interactive story times and targeted questioning during literacy activities - Encourage children to participate in celebration assembly, recognising their achievements and supporting them to explain these to an audience (these can be from school activities or outside school) - Performances of rhymes, poems and songs – what makes a good performance? - Story time within topic to promote use of vocabulary, mirrored within provision and play activities - Learning and retelling stories using story maps and props 		Objectives: <i>PSHCE: Relationships</i> <ul style="list-style-type: none"> - Know how to make friends - Solving friendship problems when they occur - Helping others to feel part of a group - Showing respect in how they treat others - Know how to help themselves and others when they feel upset and hurt - Know and show what makes a good relationship 		Objectives: <i>Fine Motor:</i> <ul style="list-style-type: none"> • Threading, cutting, playdough, focus fine motor activities. • Develop pencil grip and letter formation • Use one hand consistently for fine motor tasks • Cut along a straight line with scissors • Start to cut along a curved line, like a circle with scissors <i>Gross Motor:</i> Fun and Games (EYFS) Athletics (KS1): <ul style="list-style-type: none"> • Runs skilfully and negotiates spaces successfully, adjusting speed or direction to avoid obstacles • Moves freely and with pleasure and confidence in a range of skilful ways. 	
Adult Led	<ul style="list-style-type: none"> • Role-play travel agents (asking/answering questions) • Talking about past holidays or journeys • Describing different types of transport • Listening to and following journey instructions • Retelling a transport story • Small world transport storytelling • “Where are you going?” partner conversations • Describing what’s in a suitcase • Guess the transport (describe, others guess) • Listening walks (identify transport sounds) • Sequencing and explaining a journey • Circle time: favourite way to travel discussions • Following directions in obstacle “journeys” • Helicopter stories about journeys • Singing transport songs and rhymes 	Adult Led	<i>Alongside PSHE sessions</i> <ul style="list-style-type: none"> • Role-play going on holiday (taking turns, sharing roles) • Waiting in line for “check-in” or boarding • Talking about feelings about new journeys (excited/nervous) • Working together to build a transport scene • Turn-taking games with vehicles • Sharing resources (cars, trains, figures) • Discussing rules and safety (road safety, seatbelts) • Helping pack a suitcase for a friend • Playing cooperative journey games (moving together along a map) • Talking about different family holidays and experiences • Practising independence (organising own “travel items”) • Resolving conflicts in role-play scenarios 	Adult Led	<i>Alongside writing and PE sessions</i> <ul style="list-style-type: none"> • Obstacle course “journey” (climb, crawl, balance) • Riding bikes/scooters as different transport • Large-scale road tracks with walking/running paths • “Stop and go” traffic light movement game • Carrying “luggage” (bags, boxes) safely • Throwing and catching “parcels” • Building transport with large construction materials • Fine motor: making tickets, folding maps • Fine motor: threading “train carriages” • Dancing to transport-themed music • Moving like different vehicles (fast/slow, heavy/light) • Rolling balls as wheels down ramps • Using tools to build models (screwdrivers, connectors)

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	<ul style="list-style-type: none"> Acting out journeys (airport, train station) Asking questions about pictures of holidays Describing routes on simple maps Storytelling with props (cars, planes, boats) Talking about jobs in transport (pilot, driver, captain) 		<ul style="list-style-type: none"> Encouraging others during obstacle “journeys” Taking on different roles (driver, passenger, pilot) Building confidence speaking in small groups Managing transitions (getting on/off transport) Following group rules in transport games 		<ul style="list-style-type: none"> Balancing along “bridges” or “roads” Digging and transporting sand/water (construction theme) Pumping, pouring, and filling at a “fuel station” Drawing roads and tracks with large chalks outside Practising hand-eye coordination with toy vehicles
<p><u>Provision Ideas</u> (tick off/date once completed or note additions)</p>	<ul style="list-style-type: none"> Role-play travel agents or holiday scenarios to encourage speaking and questioning. Small-world transport scenes for storytelling and imaginative talk. Journey story props (vehicles, maps, suitcases) to retell or create narratives. Listening stations or audio recordings of transport sounds. Picture cards of transport and destinations for describing and guessing games. Story sequencing activities with journey images or events. Circle time discussions about holidays, travel experiences, and preferences. Obstacle course directions to practise giving and following instructions. Puppet or role-play storytelling for creating dialogues and adventures. Question and answer games about destinations, routes, and vehicles. 	<p><u>Provision Ideas</u> (tick off/date once completed or note additions)</p>	<ul style="list-style-type: none"> Role-play travel and holiday scenarios to encourage turn-taking and cooperation. Small-world transport or journey scenes for collaborative play. Packing and organising luggage activities to develop independence. Waiting in line or “boarding” games to practise patience. Group journey obstacle courses to support teamwork and encouragement. Conflict resolution in role-play (e.g., sharing vehicles or space). Circle time discussions about feelings related to travel or holidays. Community helper role-play to explore empathy and social roles. Celebrating achievements after completing a journey or task. Taking turns with resources (vehicles, props, maps) to promote sharing. 	<p><u>Provision Ideas</u> (tick off/date once completed or note additions)</p>	<ul style="list-style-type: none"> Journey obstacle courses (climb, crawl, balance) for gross motor skills. Riding bikes, scooters, or trikes as different vehicles. “Stop and go” traffic light games for agility and control. Carrying “luggage” or parcels to practise safe handling and strength. Throwing and catching activities with parcels or balls. Building stations, bridges, or vehicles with construction sets for fine and gross motor skills. Chalk or outdoor mark-making for roads, tracks, and maps. Dancing and movement to represent different vehicles or journeys. Threading or connecting train carriages for fine motor coordination. Sand, water, or construction play to explore movement, pouring, and control.
<p><u>Understanding the World</u></p>			<p><u>Expressive Arts and Design</u></p>		
<p><u>Objectives:</u></p> <ul style="list-style-type: none"> Junk modelling to create vehicles Planting seeds/growing plants (Science link) Local walk – exploring plants in our environment Children learn about transport/vehicles from the past and how they have changed – trip to York Railway Museum Sharing their own experiences of special family times including holidays, sleep overs and times they have spent away from their own home Family holiday photos for children to compare and recount experiences including photos from the past of parents and grandparents holidays 			<p><u>Objectives:</u></p> <ul style="list-style-type: none"> Transport/vehicles box modelling Journey maps – fictional and non-fictional Transport roleplay and small world Building small world towns/transport systems (construction) Nature sculpture using loose parts – children create arrangements and pictures using different found materials Playdough, salt dough and clay plants, leaves and flowers sculptures Holiday role play - suitcase with dressing up clothes, passports, aeroplanes and transport 		

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<p><u>Adult Led</u></p>	<ul style="list-style-type: none"> • Exploring different types of transport (cars, trains, planes, boats) • Looking at maps and globes to find destinations • Discussing journeys children have taken • Comparing local transport to other countries' transport • Investigating how vehicles move (wheels, propellers, engines) • Observing weather and how it affects travel • Exploring materials used in vehicles (metal, wood, plastic) • Looking at aerial photos or Google Earth of journeys • Learning about airports, train stations, harbours • Sorting vehicles by land, air, or water • Exploring different holiday cultures and traditions • Watching short videos of journeys around the world • Investigating fuel and energy sources for transport • Talking about community helpers (pilots, bus drivers, sailors) • Exploring old and new transport (historical vs modern) • Planting "road signs" or "stations" outdoors • Using simple maps to plan a route • Observing and recording transport in the local area • Exploring toys and models to see how parts move • Discussing safety features in vehicles (seatbelts, helmets) 	<p><u>Adult Led</u></p>	<ul style="list-style-type: none"> • Creating transport-themed collages (cars, planes, boats) • Painting or drawing favourite journeys or holidays • Making 3D models of vehicles with playdough or clay • Designing passports, tickets, and luggage tags • Constructing small-world transport scenes with blocks • Singing transport songs and rhymes • Acting out journeys in role-play (bus, train, airport) • Creating traffic lights or road signs from craft materials • Making windmills or pinwheels to represent movement • Designing holiday postcards with mixed media • Printing with wheels, tyres, or stamps • Designing costumes for transport-themed performances • Using recycled materials to make vehicles • Exploring sound effects for journeys (plane engines, train whistles) • Storytelling through puppets and props • Collaging maps or routes with textured materials • Dancing or moving like different vehicles • Making flags or signals for a pretend railway/airport • Decorating suitcases or backpacks for pretend travel • Designing a "holiday destination" scene for imaginative play
<p><u>Provision Ideas</u> (tick off/date once completed or note additions)</p>	<ul style="list-style-type: none"> • Maps, globes, and atlases for exploring destinations and routes. • Transport sorting and exploration: land, air, water vehicles. • Observation trays or collections of vehicle parts and materials. • Videos or photos of journeys from around the world. • Weather station or discussion corner to link travel and climate. • Historical vs. modern transport displays for comparison. • Simple maps and routes for planning journeys in small-world or role-play areas. • Local area walks to observe real transport and traffic. • Community helpers props or visits (drivers, pilots, sailors). • Sand, water, or construction areas to explore movement and transport in practical ways. 	<p><u>Provision Ideas</u> (tick off/date once completed or note additions)</p>	<ul style="list-style-type: none"> • Small-world travel scenes with cars, trains, planes, and boats. • Playdough, clay, and recycled materials for making vehicles. • Craft station with paints, crayons, collage, and textured materials. • Role-play props: passports, tickets, suitcases, and pilot/driver hats. • Maps, globes, and travel photos to inspire creative storytelling. • Musical instruments or sound makers for vehicle noises. • Construction sets for building stations, bridges, and transport scenes. • Traffic signs, cones, and signals for creative play and design. • Dress-up costumes for pilots, drivers, and sailors. • Outdoor mark-making with chalk, ribbons, or scarves to represent journeys.