

# SUPERHERO

## PSHE

- Philosophy for children – Helping others and being good friends
- Well being – Mind up program
- SEAL – New beginnings, start of year activities
- Memory Bottles – Sharing memories; creating a bottle that contains these memories read The Memory Bottle by Beth Shoshan
- Our superhero selves – thinking about superhero behavior; classroom rules; superhero aims and goals for the year
- Superhero senses - focusing on listening skills and communicating our thoughts
- Superheroes in our everyday lives – people who help us – firefighters, policemen etc

## PE

- Each lesson will be built around a scenario that will focus on a different aspect of physical development culminating in teamwork – working together to create “the dance of the supers”
- Superhero training programme...Warm up games – super run, super jump, invisibility mode, flying, rocket mode
- Running, jumping, balancing, climbing and teamwork – developing skills that every superhero needs to do their job and help people.

## History

- Oldest living relative – linked to memory bottles (see PSHE). Who is your oldest living relative? Do they have a super power? Sharing stories of family members. How do we store memories? Bottles, pictures, video, keepsakes
- Children can bring in photos or other memories. Create class memory photo album.

## Literacy

### Writing

- Labeling diagrams of ourselves as superheroes
- Retelling stories – comic strips – writing captions, ‘pow’ words, label and simple sentences
- Wanted posters – have you seen this super villain?
- Writing based on “Traction Man” by Mini Grey
- Writing based on “Whatever Next” by Jill Murphy
- Writing messages – help!
- Revising phase 3 tricky words
- Starting phase 5 phonics
- Reading labels around the classroom linked to superpowers
- Reading messages – help!

## Numeracy

- Following the Mathematics mastery scheme
- Fraction Man – 2-D and 3-D shapes; describe position, direction and movement.
- Secret Codes – number recognition, ordering, addition, subtraction
- Numbers within 10 - writing phone numbers, number formation
- Learn number songs and rhymes
- Superhero word problems; e.g, Superman saves 4 sheep and Batman saves 2 dogs. How many animals do the superheroes save altogether?

## Art and Design

- Create your own superhero costume
- Make superhero masks, belts, wrist bands etc.
- Creating camouflaged superheroes and backgrounds to camouflage them against
- Learning how to mix colors for message bottles, splatter comic paintings
- Andy Warhol, Roy Lichtenstein and other comic book art. Create a comic book self portrait.

## Science

- Parts of the body – label Mr. Incredible; Games like Simon Says, Heads shoulders, knees & toes
- Super senses – investigating touch, sight, hearing, smell and taste
- Creating super power potions – mixing liquids
- Magnetism – help Metal man and Magnet girl find the metals that will stick to their magic magnet. Introducing some materials
- Introduction to seasons, focusing on Autumn; autumn walk, autumn scene, feelings board



## Outdoor learning

- Superhero missions in the sand and water trays
- Floating and sinking superhero mission
- Superhero training yard, hoops, skipping ropes, cones etc
- Superhero den building
- Superhero small world
- Super picnic in Lettsom Gardens

