

How to use this book

1. To gain a clear overview of the topic to be covered, look at:

- The Overview subject web, page 4.
- The Overview skills webpage 5.
- Talking points and key words, page 7.

2. Look at the Overview planner on page 3, for example:

	Week 1	Week 2	Week 3	Week 4	Week 5
English	What is a home? Items found in the home	Life as a Victorian Travelling through time	The three little pigs Creating words	Your dream home Through my window	The Lighthouse Keeper's Lunch Light bulb ideas!
Mathematics	Colour of front doors	Door numbers: odd and even 3D houses	Bricks: cuboids and rectangles 2D shapes: symmetry and tessellation	House shaped puzzles Capacity	Area
Science	Natural and manufactured materials	Investigating recycling	Material walk Suitability and sorting materials	Saving water Cleaning teeth	Electricity in the home and at school Hazards in the home
Design and Technology	Making a cardboard house	Punch and Judy puppets	The three little pigs	Guttering and pipes	The Lighthouse Keeper's Lunch

To find out more about this week 5 activity, turn to page 18 and look at the Science activities

Overview planner, page 3

3. The week's work is presented in a clear double-page format:

Week 5 – Electricity in the home

English

The Lighthouse Keeper's Lunch

- Read the story to the whole class. Encourage the children to listen carefully to the story. Ask them to imagine a different story about the lighthouse keeper. Share their thoughts and ideas.

light bulb ideas!

- Using pictures and illustrations, show the whole class how a light bulb is often drawn over a character's head, depicting a fantastic idea/thought. As a whole class think of some fascinating ideas that could be written in a light bulb! Now, individually, fill in the light bulb sheet with their own ideas (see www.everythingearlyyears.co.uk).

Mathematics

Area

- You will need to work with a small group of children at one time. In advance, make a floor plan of different, imaginary rooms for each child (see www.everythingearlyyears.co.uk). Make sure all the rooms are rectangular. Talk about what the area of a room actually means. Now, show the children how to work out the area of each of these rooms. Record the answers on the sheet.

Science

Things that require electricity in the home and at school

- Introduce the session to the whole class – talk about the importance of electricity to our lives. Now, in pairs, ask the children to walk around the school and record all the electrical appliances they can find. Now, ask them to do the same at home. Back in the classroom, discuss their findings together. Which additional appliances did they find? Which were the same? Which are the most important in their homes? Why?

Hazards in the home

- Take the opportunity to talk about the dangers of electricity in the home. Talk together about keeping water away from the electricity plug left hanging out, putting objects on electric heaters, etc. Now, give each child a worksheet of a room with hazards highlighted (see www.everythingearlyyears.co.uk). Ask the children to draw circles around all the hazards they can find. Develop this – ask the children to produce safety posters highlighting the dangers of electricity in the home.

Design and technology

The lighthouse keeper's lunch

- Each child will need a Pringles tube, plastic cup and small bulbs with batteries. Work with a small group of children. Explain that they are going to make miniature lighthouses with working bulbs at the top. Decorate the Pringles tube with coloured stripes, cut a hole in the plastic cup (top of the lighthouse), put the bulb inside the cup.

ICT

Researching alternatives to electricity

- Work with a small group of children at one time. Explain that electricity is not the only form of power available to us. There are alternatives. Explain that you would like the children to use the internet to find out about the different alternatives we could use. Try sites such as BBC schools. Ask them to keep a record of what they find out.

History

Inventions

- Sit with the whole class. Take the opportunity to talk to the children about how inventions affect people's lives. For example, how has the telephone helped people? What about the invention of the mobile phone? Spend time talking and listening to one another. If possible, take the children to a relevant museum.

Geography

Room plans

- You will need architect plans of houses and estate agent plans of rooms. Work with a small group of children at a time. Look at the plans – what do they represent? Look at the key for a floor. Where are the windows? Etc. Now, spend time looking together at the shape of the classroom. Where are the windows? Where are the doors? What shape is the room? Etc. Give each child a piece of paper. Ask them to use a ruler to draw the shape of the room. Mark on the windows and doors. Create symbols for the chairs and tables.

Art

Lightening pictures

- You will need gold and silver paint, gold and silver pens, foil and black paper. With a small group of children, ask them to create lightening pictures using all the gold and silver resources. Talk about the use of strong, sharp lines. Encourage the children to use their imaginations and share ideas.

PE

The buzzer game

- Take the children to a large space with a buzzer. Introduce different games where they must listen carefully to the sound of the buzzer. For example, move around the space, avoiding one another. But, when the buzzer sounds, freeze! Now try again. Move around the space. When the buzzer sounds change direction or movement, start by hopping, after the buzzer sounds crawl around, etc.

Page 18 contains a full description of the activity

Week 5, pages 18–19

4. Additional activities (page 20) and Display ideas (page 21) contain further activities to extend the topic for a further week.

5. Suggested resources, equipment, books and songs (pages 22 – 23) give you information on all you will need to deliver a topic.

6. Visit www.everythingearlyyears.co.uk to print off blank weekly planners and plan your own week's work based on our activities!

Overview planner

	Week 1	Week 2	Week 3	Week 4	Week 5
English	What is a home? Items found in the home	Life as a Victorian Travelling through time	The three little pigs Creating words	Your dream home Through my window	The Lighthouse Keeper's Lunch Light bulb ideas!
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ICT	Using the program 'my world'	Taking photographs with the digital camera	Designing wallpaper	Cleaning teeth poster	Researching alternatives to electricity
History	Listening to evidence about homes	Listening to evidence Compare past and present			Inventions
Geography	A walk around the locality				Room plans
Art	Printing with everyday objects	Texture rubbing	Creating feely boards	Using water colours	Lightening pictures
Music	Sounds in the home		Making homemade instruments	Sounds water makes in the home	
PE		Playing games			The buzzer game

N.B. You can use the **Additional activities** on page 20, or any activities that over-run, to make up your work for a sixth week.

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English

- Factual writing
- Imaginative writing
- Descriptive words – associated with machines
- Comprehension and listening to stories/non-fiction
- Speaking and listening

Mathematics

- 2D and 3D shapes
- Exploring tessellation and symmetry
- Collecting data and producing bar graphs
- Area
- Capacity

Science

- Making a simple circuit – bulbs and buzzers
- Investigating materials
- Alternatives to electricity
- Water conservation
- Recycling

ICT


- Using the paint program
- Investigating the word processor
- Using Publisher
- Using the digital camera

PE

- Playing games
- Playing games in the past

Design and Technology

- Constructing miniature homes
- Creating structures with different materials
- Using construction materials – including Lego
- Designing water conservation
- Making a lighthouse with light in tower



Overview subject web

Music

- Listening to different sounds
- Making own instruments
- Listening and creating water sounds
- Listening to music

History

- Recognise differences and similarities between now and the past
- Exploring inventors
- Recognising the importance of inventions on people's lives
- Examining artifacts, photographs and listening to people
- Using chronological order

Geography

- Exploring types of homes in the local environment
- Recognising different homes around the world
- Drawing room plans
- Investigate different materials from homes around the world

Art and Design

- Using materials and other media
- Creating wallpaper patterns
- Printing with everyday objects
- Water colour painting
- Using their imagination

English

- Discussion, speaking and listening
- Use of punctuation
- Imaginative and factual writing
- Reading and comprehension
- Use of the alphabet
- Use of imagination

Mathematics

- Recognise 2D and 3D shapes
- Introduction to tessellation and symmetry
- Collecting and interpreting data
- Creating bar graphs and pictograms
- Introduction to area
- Explore capacity

Science

- Awareness and discussion
- Recognise different materials and their suitability
- Recognise different sources of power, particularly electricity
- Be able to make a simple circuit
- Experiments and recording

ICT

- Be able to use a paint program
- Be able to use publisher to create posters
- Use different programs
- Save work in our files
- Print

PE

- Play and compete in team games
- Develop fine and large motor skills

Overview skills web

Design and Technology

- Develop designing skills
- Use designs in their making

Music

- Listen to sounds around the home
- Listen to music
- Make different sounds using water as theme
- Make homemade instruments

History

- Explore inventors and inventions
- Recognise people's lives in the past
- Recognise similarities and differences between past and present
- Be able to order according to chronology

Geography

- Investigate and explore local environment
- Investigate homes from around the world
- Create simple floor plans

Art and Design

- Develop hand-eye coordination
- Be able to print effectively
- Develop drawing skills
- Be able to use water colours effectively
- Use material and other forms of media
- Use their imaginations in art and design