N Which materials would you use to make a house for mouse?	Power of Reading link texts A New House for Mouse Link to The Three Little Pigs (Traditional Tale)
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EYFS Curriculum - Using Development Matters for all 17 areas of the Curriculum; and specifically 'Understanding the World:

## 22-36mths People and Communities ·Has a sense of own immediate family and relations. • In pretend play, imitates everyday actions and events from own family and cultural background, e.g. making and drinking tea. •Beginning to have their own friends. •Learns that they have similarities and differences that connect them to, and distinguish them from, others. The World •Enjoys playing with small-world models such as a farm, a garage, or a train track. •Notices detailed features of objects in their environment. 30-50mths **People and Communities** •Shows interest in the lives of people who are familiar to them. •Remembers and talks about significant events in their own experience. •Recognises and describes special times or events for family or friends. •Shows interest in different occupations and ways of life. •Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to friends or family. The World •Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world. •Can talk about some of the things they have observed such as plants, animals, natural and found objects. •Talks about why things happen and how things work. •Developing an understanding of growth, decay and changes over time. •Shows care and concern for living things and the environment.+99699 Characteristics of Effective Learning: Playing and exploring - engagement Finding out and exploring, Playing with what they know, Being willing to 'have a go' Active learning - motivation Being involved and concentrating, Keeping trying, Enjoying achieving what they set out to do Creating and thinking critically - thinking Having their own ideas, Making links, Choosing ways to do things

Procedural knowledge:	
<u>Planning</u> Can they think of some questions to ask? For example, What materials d	o we have? What could we use? Which material would be good for a house? How can we
make sure it is big enough? Who can help us? <b>Doing</b>	
Can they make a house for a mouse using the natural and man-made mate	rials available? If not, why not?
Did it work? Could the mouse fit inside? If not, why not? Would the house be good if it rains? Is it big enough to fit an apple in? N	Vhat could they do to make it bigger?
<u>Evaluating</u> Can they tell other people about what they have done?	
Can they explain what they have found out?	
Can they show their work using pictures, videos, labels and captions? What went wrong? How did you fix it?	

Key Facts	Key Images	Key Vocabulary
We will find out about materials in the classroom and in the natural world. We will look at different materials and their properties. We will test different materials to see if they are appropriate for a House for Mouse. Wood Plastic Cloth Cardboard/paper Metal Glass Natural/manmade		Language of property Rigid Flexible bendy Elastic - springs back into original shape waterproof Transparent / opaque / translucent Smooth Rough Shiny Language for natural materials Wood, Bark, Logs, Fabric Straw, Sticks Mud Stones pebbles
We will model how to use construction materials, loose parts and natural (heuristic) materials to make a house		Language for man-made resources Polydron Plastic

for a mouse, allowing time and opportunities for the children to explore these materials through play.

We will describe our methodology and capture our experiences through photographs, video and observations for the floor book, children's learning journeys and for interactive displays of learning on the working walls,

Fair testing/review of how effective materials were for making a house for the mouse. Through verbal evaluation and discussion. (Characteristics of Effective Learning). What makes a good house and why?





+ resource photographs as introduced

Magnetic Mobile Popoids Lego Duplo Megablocks Sticklebricks

## Language of construction

Sticking, gluing, stack, balance, build, mould, pull, push, bend, fix, adjust

## Language for mouse

Nest, hole, fur, tail, teeth, fur, home, underground

## Journey towards the final outcome: to be decided by staff

