

Expressive arts and design

- Use a paintbrush with control to convey meaning
- Wake and Shake – move to a rhythm
- Learn simple chants/songs in relation to the theme
- Make models using play dough
- Junk modelling

Maths

- Count objects they collected in a game
- Order quantities
- Use comparative language such as more than, equal to, less than
- Discuss and recognise numbers in the environment
- Weigh ingredients to make play dough

Literacy

- Write postcards about their day at camp
- Label diagrams for example of animals, different parts of their body
- Write lists of equipment needed for an activity, making healthy meals
- Write instructions for a game

Physical Development

- Kick a ball with increased accuracy
- Underarm and overarm throwing at a target
- Catch a large ball, smaller ball with a bounce
- Safely negotiate space
- Jump and land with control
- Balance on a range of objects
- Parachute game
- Rolling objects
- Move in a range of ways with control – skipping, leaping, hopping, running, side step, gallop, jump etc
- Understand the importance of exercise and a well-balanced diet
- Identify healthy food
- Describe changes in their body before, during and after exercise.

Early Years Camp Overview

The children drive our planning each day based on their interests and needs. This is just an example of the activities we do at camp to meet the Early Learning Goals.

Personal, Social and Emotional Development

- Learn names of new children
- Decide on the activities to complete in the day
- Show an understanding of a range of emotions and how this may look different
- Share own ideas and play co-operatively with others
- Share equipment and take turns
- Play as part of a team to achieve the same goal

Understanding the world

- Role play related to the theme
- Discuss own experiences and listen to others' in 'get to know you' games
- Discuss and identify different technology that can help in relation to the theme

Communication and Language

- Follow instructions for a game
- Describe their own instructions to complete a game
- Discuss events in a story and relate to their own experiences