## **Knowledge and Understanding of the World**

## Introduction

This chapter provides 20 activities based on objectives taken from the Early Learning Goals for Knowledge and Understanding of the World in the Foundation Stage curriculum. The lessons are divided into four themes, each lesson focusing on a broad aspect of this area of learning (science, geography, history and design and technology). The themes are: Minibeasts, Early mapping skills, Children long ago and Planning a picnic.

Throughout these inspiring lessons, the children will become actively involved by using the interactive software which enables them to explore, observe, problem solve, predict, make decisions and discuss the world around them. Throughout, they will also learn about the everyday uses of ICT.

| Title                                  | Learning objectives  | Cross-curricular links   |
|--|--|--|
| Minibeasts                             |  |  |
| Lesson 1:<br>How many legs?            | ELG Look closely at similarities and differences.  Development matters (5) Describe and talk about what they see.  Development matters (6) Notice and comment on patterns.   | <b>PSRN</b> Use language such as <i>more</i> or <i>less</i> to compare two numbers.  |
| Lesson 2:<br>Where do animals<br>live? | ELG Look closely at similarities, differences, patterns and change.  Development matters (5) Describe and talk about what they see.  Development matters (6) Notice and comment on patterns.                             | CLL Write their own names and other things such as labels and captions.  KUW (ICT) Use information and communication technology to support their learning. |
| Lesson 3:<br>What is the same?         | <b>ELG</b> Look closely at similarities, differences, patterns and change. <b>Development matters (5)</b> Describe and talk about what they see. <b>Development matters (6)</b> Notice and comment on patterns.          | <b>CLL</b> Write their own names and other things such as labels and captions.   |
| Lesson 4:<br>How do animals<br>move?   | <b>ELG</b> Find out about, and identify, some features of living things. <b>Development matters (5)</b> Show curiosity and interest in the features of objects and living things.  | PD Recognise the changes that happen to their bodies when they are active.   |
| Lesson 5:<br>Life cycles               | <b>ELG</b> Find out about, and identify, some features of living things. <b>Development matters (5)</b> Describe and talk about what they see; show curiosity and interest in the features of objects and living things. | CLL Attempt writing for different purposes.  |