1. To gain a clear overview of the topic to be covered, look at:
   - The Overview subject web, page 4.
   - The Overview skills web, page 5.
   - Talking points and key words, page 7.
2. Look at the Overview planner on page 3, for example:

   ![Overview planner](image)

   **Overview planner, page 3**

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

   ![Week 5 – Outdoor games](image)

   **Week 5 – Outdoor games**

<table>
<thead>
<tr>
<th>English</th>
<th>Mathematics</th>
<th>Science</th>
<th>Design and Technology</th>
<th>ICT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Words containing ‘oy’</td>
<td>Exploring different toys</td>
<td>Exploring a large group of toys</td>
<td>A wooden spoon puppet</td>
<td>The block graph</td>
</tr>
<tr>
<td>The magic toy (d.1)</td>
<td>Shopping and adding/subtracting</td>
<td>The Jack-in-the-box</td>
<td>A hobby horse</td>
<td>The black graph</td>
</tr>
<tr>
<td>The magic toy (d.1)</td>
<td>Data of toys</td>
<td>Sorting</td>
<td>The dolls house</td>
<td>Money</td>
</tr>
<tr>
<td>Old Bear (d.1)</td>
<td>Compare Bears</td>
<td>Materials</td>
<td>The moving bear</td>
<td></td>
</tr>
<tr>
<td>Rhyming words</td>
<td>Measuring lengths</td>
<td>Toys and their sounds</td>
<td>Musical mobiles</td>
<td></td>
</tr>
</tbody>
</table>

   **Page 18 contains a full description of the activity**

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](http://www.everythingearlyyears.co.uk) to print off blank weekly planners and plan your own week’s work based on our activities!
<table>
<thead>
<tr>
<th>Week 5</th>
<th>Week 4</th>
<th>Week 3</th>
<th>Week 2</th>
<th>Week 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rhythmic words Rhymes</td>
<td>Related stories (En2.1) Old Bear (En3.1)</td>
<td>The magic toy (En1) Words containing ‘oy’</td>
<td>Grandparents toys Writing a poem</td>
<td>Favourite toy Writing about your favourite toy</td>
</tr>
<tr>
<td>Measuring lengths Toys and their sounds</td>
<td>Compare Bears Money</td>
<td>Data of toys Block graphs Money</td>
<td>Shopping Adding and subtracting</td>
<td>Explore different toys The block graph Exploring the toy</td>
</tr>
<tr>
<td>Toys</td>
<td>Materials</td>
<td>Sorting Materials</td>
<td>The dolls house</td>
<td>Guessing the toy</td>
</tr>
<tr>
<td>Toys</td>
<td>The moving bear</td>
<td>Displaying information</td>
<td>The history of toys</td>
<td>The building of a new toy Exploring the toy</td>
</tr>
<tr>
<td>Musical mobiles Making mobiles</td>
<td>Directions</td>
<td>Printing a label</td>
<td>The history of toys</td>
<td>A baby doll Guessing the toy</td>
</tr>
<tr>
<td>The floor robot</td>
<td>The Teddy Bear</td>
<td>Baby boys</td>
<td></td>
<td>A wooden spoon puppet Guessing the toy</td>
</tr>
<tr>
<td>outdoor games</td>
<td>We're going on a bear hunt</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Plan a playground</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Patterns</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Playground rhymes Skipping rhymes</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Outdoor games</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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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Overview subject web

**English**
- Toys in stories
- Toys as friends
- Our favourite toys
- Words with the sound ‘oy’
- Describing toys
- Imagination – the magic toy
- Rhyming words
- Create a big book

**Mathematics**
- Sorting toys
- Data of favourite toys
- Money – the toy shop
- Measure – weighing / length of toys

**Science**
- Soft – material, mechanical, soft, etc
- What makes the toys move
- Using our senses
- Exploring materials
- Different sounds

**ICT**
- Develop keyboard skills
- Direct your friend
- Direct a floor robot

**Design and Technology**
- Design and make a new board game
- Make a hobby horse
- Design a small puppet
- Make a hanging mobile
- Design and construct a dolls house

**History**
- Timeline of toys
- Toys I play with now and when I was a baby
- Toys from the past – parents and grandparents

**Mathematics**
- Sort the toys
- Data of favourite toys
- Money – the toy shop
- Measure – weighing / length of toys

**Science**
- Soft – material, mechanical, soft, etc
- What makes the toys move
- Using our senses
- Exploring materials
- Different sounds

**ICT**
- Develop keyboard skills
- Direct your friend
- Direct a floor robot

**Design and Technology**
- Design and make a new board game
- Make a hobby horse
- Design a small puppet
- Make a hanging mobile
- Design and construct a dolls house

**History**
- Timeline of toys
- Toys I play with now and when I was a baby
- Toys from the past – parents and grandparents

**Art and Design**
- Observational drawing
- Collage
- Making puppets
- Origami
- Patterns

**Music**
- Playground / skipping rhymes
- Musical instruments
- Listening to music – the nutcracker
- Sounds

**Overview subject web**

**PE**
- Moving to music
- Move with imagination
- Outdoor games – bulldog
- Playing with toys from the past – the Diablo, hoops
**English**
- Descriptive writing
- Imaginative writing
- Rhyming words
- Discussions and role play

**Mathematics**
- Sorting
- Collecting data and interpreting the information
- Money – addition and subtraction
- Measure – weight and length

**Science**
- Awareness and discussions
- Explore materials
- Observational skills – record findings through observations
- Using our senses

**ICT**
- Use of computer programs – using mouse and keyboard
- Understanding directions
- Direct a floor robot

**Design and Technology**
- Designing
- Joining materials
- Problem solving – model building, construction
- Scissor control, cutting and gluing skills

**History**
- Differentiate between past and present
- Similarities and differences
- Understand a timeline
- Find out information

**Geography**
- Develop knowledge of different places
- Become familiar with local environment
- Become aware world extends beyond locality

**PE**
- Learn new games and rhymes
- Develop motor skills
- Enjoy using different equipment

**Music**
- Learn some new songs
- Enjoy using instruments
- Outdoor rhymes
- Listen carefully to music

**Art and Design**
- Use a wide range of materials
- Observational drawing
- Creating collages using different media
- Designing and making skills
The free use of a pencil in marking significant parts of a book is good evidence of thoroughness. This, too, will facilitate your work of subsequent review. The habit of regularly copying, in your own handwriting, one or more pages of phrases will be of immense practical value. This exercise is a great aid in developing a facile English style. These should be set down in a note-book reserved for this exclusive purpose. In this way you can prepare many lists of your own, and thus greatly augment the value of this study. The taste for beauty, truth, and harmony in language can be developed by careful study of well-selected phrases and literary expressions as furnished in this book.
The bulk of the book is devoted to a detailed discussion of all of Inkscape's features, including examples of solving common drawing problems. Both the strengths and weaknesses of Inkscape are pointed out. Depending on one's background, one may use the book as a reference or read the book from front to back. In general, the more fundamental topics are covered first. Novices are encouraged to work through each of the tutorials sitting in front of their computer. At the end of the book are a few drawing challenges. Conventions: Click: Click on icon, object, and so forth with the Left M