Inspiration Day

Professor Slime – Finding clues to defeat the evil villain. Do we listen to his advice or do we challenge his ideas?
To support a new superhero: Mighty Girl to become the best that she can be!

SUPeRheROES

Outcome Event

Superhero Dress Up day – to demonstrate the qualities that Mighty Girl needs to have to be the best that she can be.
Share a simple stop-motion animation based on a topic of their choosing from the whole project.

Understanding the Arts

Music: To sing as part of a group to perform Superhero themed songs for an audience.

Art: Take inspiration from the artist Andy Warhol to create their own pieces of Pop Art. To use self-portraits and handprints to recreate an Andy Warhol print.

DT: Look at examples of superhero masks. Explain which ones they like and why. Make a design for a superhero mask of their own, using the examples for inspiration.

English, Communication & Languages

- **Labels, Lists and Captions:** The children will write labels and captions when designing a new superhero to describe their appearance and powers.

- **Instruction Writing:** The children are to write a set of instructions for how to make Kryptonite Krispie Cakes

- **Defeat the Monster Tale:** The children are to write their own Traction Man story, using their own ideas for a villain and how they are to defeat them.

Shared Reading:
- Supertato!
- Juniper Jupiter
- Max the Brave

Understanding physical development, health & well being

PE: Move like a superhero - show control and coordination when moving or standing still, and performing basic sequences

Dance - Match actions with the sounds they have recorded to create simple dance motifs; Work with a partner to design a slow-motion conflict sequence, then choreograph a battle between good and evil; Carry out a superhero rescue! Travel over and under, through and around different obstacles to reach someone or something that needs to be rescued.

Play superhero games like 'Superman Says'. Follow instructions and directions given by Superman.

Historical & Social Understanding

History: Listen to the story of a historical 'superhero' such as Rosa Parks, Emily Davison, Mary Seacole etc. Find out what they did to make things better for other people and respond to stories through independent writing, drawing, small world play and role play.

PSHE: Invite a number of real-life superheroes into school for a Q&A session: Police Officer; Nurse/Doctor/Paramedic; Fire Officer

PSHE: Morality Scenarios e.g. finding £10 on the street.

PSHE: Look at illustrations or figurines of comic villains and superheroes. Sort the images or figures into two groups – heroes and villains – and explain why they have sorted them that way.

PSHE: Talk about what the word 'hero' means. Discuss the qualities of real-life heroes such as bravery, kindness, determination and generosity. Talk about how they set a good example to others, listening attentively to each other's opinions. Choose a real-life hero or heroine and discuss in pairs or small groups why that person is a hero.

Scientific & Technological Understanding

Computing: Superhero Montage using drag and drop; inserting text boxes and speech bubbles.
Computing: Use Stop Motion software to create a Superhero themed Lego stop motion video.

Science: Investigate their amazing senses and how they help them in everyday life.

Describe how particular foods smell and taste, referring to laminated key words such as crisp, crunchy, juicy, sweet and sour. Sample distinctive flavours like mint, orange, lemon, banana, pepper, pineapple and ginger. Learn about healthy 'superfoods' that a superhero would need to eat to grow strong and stay fit and well.

Investigate who in the class has superhero skills… Find out who is super-stretchy or super-bendy and who has super sight, super hearing, super memory, super taste or a super singing voice? Record by drawing and labelling parts of the human body and their associated 'super skill'.