

# OUTDOOR AREA PLAN AUTUMN 1

AREA	INTENT WHY?	IMPLEMENTATION (ADULT ROLE)
DECONSTRUCTED ROLE PLAY (Job hats, books, pics, large loose parts)	To explore different job roles. To encourage high aspirations in all children. To engage in role play using roles that are familiar to them.	Guided play encouraging role play and creation of set ups to facilitate role play. Discussions about job roles and what the children would like to be when they are older.
Wheeled Toys	Working together, sharing, taking turns, problem solving, balance., gross motor, spatial awareness, directional language and position.	Monitoring turn taking. Modelling vocab - first, second, third, fourth, up, down, forwards, backwards, left, right, etc. Parking bikes in correct numbered parking space.
Large recycled materials	Gross motor development, physical development, spatial awareness, imaginative play, problem solving skills. Measure vocabulary.	Model high fantasizing & vocab. Den building, other large scale building. Link to Myself topic and build huge people, etc. Developing reading, writing maths opportunities
Exploration Station	Exploration, imaginative play, sorting, discovering, managing risks, using tools safely.	Model high fantasizing & vocab. Risk management.
Messy Play: large scale painting, jelly, foam.	Sensory stimulation. Gross motor development. Link to phonics and letter formation.	Sensory description words. Positional and directional language.
Play tower and climbing ropes	Gross motor and shoulder muscle development.	Turn taking, challenges and vocab. High Fantasising—what could the tower become?
WINDY DAY BOX - scarves, ribbons, etc.	Game development, gross motor skills, spatial awareness, turn taking.	Challenges, modelling & vocab.
JUNK YARD MUSIC	Gross motor and shoulder muscles. Rhythm and rhyme.	Repeated rhythms and rhymes. Model creating own songs and music Vocabulary such as hard, soft, loud, quiet, fast, slow, high, low.
REMOTE CONTROLLED CARS	Development of Positional and directional language & Technology Skills.	Model creating pathways for the cars to travel along. Create tunnels, bridges and ramps using recycled materials and model use of positional and directional vocab. Create chalk maps of the routes.
TORCHES	Exploration of light and dark.	Create or find dark places for the children to explore. How do you feel? What can you see?