<table>
<thead>
<tr>
<th>ROUTINE</th>
<th>ACTIVITY</th>
<th>TALKING POINTS</th>
<th>LINK TO NCF</th>
<th>RESOURCES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Welcome</td>
<td>Welcome to today’s lesson plan, learn not to burn. Burning is a painful experience. Do not play with fire, candle or even matches and lighters! Remember to always call an adult when you see things burning, they will know what to do! Keep safe!</td>
<td>Language dev.: Ask the children what they think about things that burn.</td>
<td>ELDA 2: Identity and belonging ELDA 3: Communication ELDA 5: Creativity ELDA 6: Knowledge and understanding of the world</td>
<td></td>
</tr>
<tr>
<td>Story</td>
<td>Our Story</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fine motor skills activity</td>
<td>The picture is just an illustration, I will draw water and fire with the lines.</td>
<td>Paper crayons</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| Maths | Language dev.: | ELDA 2: Identity and belonging  
ELDA 3: Communication  
ELDA 4: Exploring maths  
ELDA 6: Knowledge and understanding of the world | Paper  
Scissor  
Crayons  
Marking pen |
|---|---|---|---|
| We will do a picture number puzzle.  
You will need to pack the numbers in a sequence to complete the picture puzzle so that you can see what it is.  
(this pictures are just an illustration of what I will draw) | | |

| Rhyme / Song | Maths: | ELDA 2: Identity and belonging  
ELDA 3: Communication  
ELDA 4: Exploring maths  
ELDA 6: Knowledge and understanding of the world |
|---|---|---|
| Rhyme:  
What do you dial if there’s a fire? X3  
112 or 10177!  
What do you do if you’re on fire? X3  
Stop, drop, roll!  
Who comes in a truck if there’s a fire? X3  
Fireman! | | |