



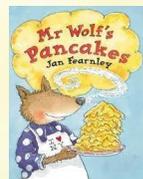
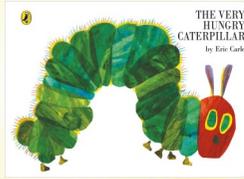
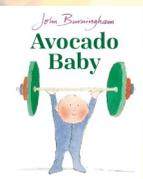
Time and Change

Back to the Future

Subject Drivers: Understanding the World (Geography and Science)

Enrichment Opportunities: Big Green Community Day, Trip to a farm, Ian's Big Farm visit to school, Growing and developing nursery garden.

Stories



Songs, poems and rhymes

Tiny caterpillar on a leaf, Here we go around the Mulberry bush, Old McDonald had a farm, Farmers in his den.

Personal, Social and Emotional Development

- Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen, or one which is suggested to them.
- Show more confidence in new social situations.
- Increasingly follow rules, understanding why they are important.
- Remember rules without needing an adult to remind them.

Communication and Language

- Enjoy listening to longer stories and can remember much of what happens.
- Know many rhymes, be able to talk about familiar books, and be able to tell a long story.

Physical Development

- Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues.
- Use large-muscle movements to wave flags and streamers, paint and make marks.
- Use one-handed tools and equipment, for example, making snips in paper with scissors.

Literacy

Phonics

Phase One / beginning of Phase Two for school starters.

- spot and suggest rhymes.
- count or clap syllables in a word.
- recognise words with the same initial sound, such as money and mother.

Reading

- Engage in extended conversations about stories, learning new vocabulary.

Writing

- Write some or all of their name.

Maths

- Develop fast recognition of up to 3 objects, without having to count them individually ('subitising').
- Recite numbers past 5.
- Say one number for each item in order: 1,2,3,4,5.
- Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.
- Experiment with their own symbols and marks as well as numerals.

Understanding the World

- Use all their senses in hands-on exploration of natural materials.
- Begin to make sense of their own life-story and family's history.
- Show interest in different occupations.
- Begin to understand the need to respect and care for the natural environment and all living things.

EAD

- Take part in simple pretend play, using an object to represent something else even though they are not similar.
- Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.
- Listen with increased attention to sounds.
- Play instruments with increasing control to express their feelings and ideas.

Literacy

- Retelling and acting out the stories for this half term. We will be learning some Pie Corbett actions and basic story language like 'Once upon a time...' and 'they lived happily ever after...'.
- Recognising and writing our names .
- Drawing representations of ourselves, our family members and the characters from the stories we are learning about.

Maths

- Carefully counting out the correct amount of objects up to 5 and then 10.
- Matching numeral to quantity up to 5 and then 10.
- Recognising and identifying numicon.
- Holding up the correct amount of fingers to represent an amount.

Topic

- We will be tasting and observing a range of fruits and vegetables.
- Naming body parts.
- Sports Relief with a focus around exercising and movement.
- Pancake Day—Making pancakes, using our senses, pancake races outside.
- We will begin to learn about the life cycle of a caterpillar.

PSED and Physical Health

- Different ways we can make our friends feel happy.
- How can we be kind?
- Following our nursery golden rules.
- How can we stay fit and healthy? Encouraging daily exercises at nursery.
- Observing and discussing a range of fruit and vegetables and why they are good for our bodies.

Role Play and Small World

- Home corner and Baby clinic
- Farm and Little Red Hen small world.

Fine Motor

- Using tweezers to pick up objects.
- Beginning to hold a pencil to make mark and recognisable letters.

Gross Motor/PE

- Large construction obstacle building for travelling and balancing.

Learning at Home

- Practise writing the letters in your name. Begin with the first letters then try the next.
- Look at a range of different story books. Can you spot the letters in your name?
- Count objects up to 5 and then 10.
- When you are out and about count your steps, jumps or things you see like trees or cars.