

Communication, Language and

Literacy.

- Texts being used:

Going to School

Titch

Peace at Last

What makes me Happy

Goodnight Moon

- Songs and Rhymes being used:

If You're Happy...

If You're Wearing Red...

My Hands...

Heads, Shoulders, Knees....

The Walking Song....

Put your Finger on your Nose...

Finger Play Rhymes...

Alphabet Song...

- Respond to simple instructions
- Listen attentively to stories
- Begin to join in familiar nursery rhymes
- Use words and/or gestures
- Listen to and distinguish initial sounds in own name and those of others
- Draw and paint sometimes giving meaning to marks
- Listen to others
- Ask questions
- Begin to distinguish sounds in Jolly Phonics
- Begin to recognise/trace/copy/write own name

Nursery

What if we were all the same?

(All About Me)

Autumn 1

Knowledge and Understanding of the World.

- Look at the past and present in relation to 'self'
- Investigate and use construction materials
- Ask why things happen and how they work
- Use ICT to support learning-create self-portrait on IWB
- Talk about self and immediate family in circle time



Personal, Social and Emotional Development

- Introduce classroom/ school rules and routines showing understanding of other peoples needs including the adults who work in the setting
- Introduce circle time and calendar activities
- Look at personal history 'how have you changed?' photographic evidence (parental involvement/classroom display)
- Empathise with 'Titch' (literacy) when reading story and share own family experiences with class during circle time
- Try out new activities and select resources independently
- Show awareness of own and others needs
- Jigsaw

Physical Development.

- Outdoor / indoor learning environment
- Fine motor skills
- Write Dance / PE
- Use small and large equipment and one-handed tools
- Promote fine motor control, hand/eye coordination by using threading activities, puzzles, small construction, etc.
- Mount stairs and steps using alternate feet
- Repeat patterns such as in action rhymes and finger play

Mathematical Development.

- Counting objects and/or actions to 5 (10)
- Match number cards to numbers and/or amounts
- Daily counting using calendar, line - up, how many are here/not here today, how many chairs at the table, how many can play here, finger rhymes
- Use size language big/small to differentiate objects/toys
- Look at shapes try to match and name them -circle, square
- Begin to recognise how the shapes are the same/different
- Can you find these shapes in the classroom/corridors?
- Draw squares and circles
- Look at the similarities and differences of 2 groups of objects - how are they different, which group has more...
- Sort groups by colour -primary colours

Creative Development.

- Be introduced to a wide variety of art materials and how to use them safely
- Explore 2d and 3d art
- Observational drawings/paintings of faces using mirrors and window panels, noting similarities and differences
- Explore different materials/textures to create collages of own face
- Make 3D structures with construction
- Explore music, sounds and sing songs
- Begin to trace/copy/write own name