

Communication and Language

Listening and attention

WALT: Listen to 'The star that lost its shine' with increasing attention and recall.

Read 'the star that lost its shine'. Chn talk about what happened and share their thoughts. Join in with the story by copying repeated phrases.

Understanding

WALT: Understand the differences between shiny and not shiny

Show children a range of everyday objects. Name the objects and talk about how to use them. Provide two baskets, 'shiny' and 'not shiny'. Invite the chn to sort the objects. Show children how to check if something is shiny.

Speaking

WALT: Use new words to talk about the different reflections of ourselves in different types of mirrors

Encourage children to look at and describe what they can see in different types of mirrors, e.g. mosaic, magnifying, compact, concave, convex, full-length and disco balls.

Literacy

Reading

WALT: enjoy rhyming and rhythmic activities

Read the nursery rhyme 'Twinkle, Twinkle, Little Star'. Encourage chn to join in with repeated refrains and predict the rhyming strings. Offer chn triangles to play quietly as they say or sing the rhyme.

Writing

Draw, write letters and numbers on a range of places using different types of mark making materials, e.g. foil, black board, white board, glitter tray, sand tray

Physical Development

Moving and handling

WALT: Swats with steadiness to rest or play with object on the ground, and rises to feet without using hands.

Sprinkle fine, colourful glitter into a Tuff Tub and lay it on the floor so children have to squat to reach it.

WALT: Use one-handed tools and equipment to bake cookies.

Invite the children to bake a batch of cookies, helping to mix the dough, roll it out and cut it into cookie shapes. Use filled syringes to dribble lines of icing on the cookies to make them look like firework explosions.

Personal, Social and Emotional Development

Self-confidence and self-awareness

WALT: express own preferences and interests.

Show and tell the twinkly lamps that each child has made. Encourage listeners to say what they like about the lamp.

Managing feelings and behaviour

WALT: Understand the things we do and don't do in classroom.

Read the Howard B. Wiggle Bottom story to discuss good choices we make and why we need to make good choices in classroom.

Making Relationships

WALT: keeps ply going to responding to what others are saying or doing.

Read the story How to Catch a Star by Oliver Jeffers. Encourage the children to share what they know about stars and describe what they look like. Make star-shaped glittery ice cubes and float them in the water tray alongside plastic stars that glow. Provide nets and sieves for catching and scooping the stars. Encourage children to take turns, help each other and share the resources.

SPRING TERM 1

Activities

**Starry, starry night – Is it shiny?
Nursery**

Mathematics

Numbers

WALT: Create and experiment with symbols and marks representing ideas of numbers.

Fill trays with sequins, put number cars on a table-top and invite children to point at the numbers and say what they are. Then ask children to write a given number by making marks in the sequins with their fingers or other tools.

Shape, space and measures

WALT: use words to describe the shapes of everyday objects.

Wrap some everyday objects in kitchen foil and invite the children to guess what they are. Encourage children to use words to explain the reason for their guess.

WALT: Understand the differences between flat (2-D) and not flat (3-D) shapes.

Wrap some everyday objects in kitchen foil and invite chn to group them into flat and not flat shapes.

Understanding the World

People and communities

WALT: Recognises and describes special times or events for family or friends.

Draw something that chn enjoyed doing during the holiday. Show and tell about their drawing.

The world

WALT: talk about things we have found.

Hide a range of shiny and non-shiny objects in the outside environment. Ask chn, 'is it shiny?', 'what material is it made from?'

Technology

WALT: click on different icons to cause things to happen in a computer program.

Use the Busy Things program to colour different pictures using a range of effects.

**Engage: Create
a 'fairy den'
Express:
Creative**

Expressive Arts and Design

Exploring and using media and materials

WALT: Use words to describe the texture of things.

Provide each child with a fist-sized ball of playdough. Show the chn how to change the shape of the dough by pressing, squeezing and rolling. Ask 'what did you do to make that shape?' When chn have made a shape they like, offer a range of tools such as pencils, forks, cotton swabs and sticks for adding texture.

Being imaginative

WALT: Uses available resources to create a Fairy den.

Decorate a black tent using fairy lights, fibre optic lamps and rope light to create a magical space.