

Communication and Language

Listening and attention

WALT: Listens to stories with increasing attention and recall.

WALT: Joins in with repeated refrains in the story 'It's okay to be different'.

WALT: Anticipates key events and phrases in rhymes and stories from the story 'Rhyme Crime' and 'Aliens Love Underpants'.

Understanding

WALT: Beginning to understand 'why' and 'how' questions from the story 'Roaring Rockets'.

Speaking

WALT: Uses talk to connect ideas, explain what is happening and anticipate what might happen next, recall and relive past experiences.

WALT: Uses a range of tenses (e.g. play, playing, will play, played)

WALT: Develop their own narratives and explanations by connecting ideas or events.

Literacy

Reading

WALT: Identify rhyming words in the story 'Rhyme Crime' and 'The Wonky Donkey'.

WALT: Match the rhyming objects

WALT: Make up words that rhyme with our name.

Writing

WALT: Gives meaning to marks related to the topic.

Physical Development

Moving and handling

WALT: To develop coordination and the ability to kick a ball

Kick the ball with the shoelace area or the toe and instruct the child to kick as hard as they can.

Kick their balls against a wall to practise the skill.

In pairs kick the ball to each other over a distance of approximately two metres.

In pairs the children take turns running up and kicking the ball at the goal, with the second child positioned about one metre behind the goal to retrieve the ball. Then swap over and repeat as many times as you like.

Personal, Social and Emotional Development

Self-confidence and self-awareness

WALT: Understand to explore activities in planned ways

WALT: Understand that having a friend is important and ways to play together

Managing feelings and behaviour

WALT: Name and talk about a wide range of feelings

WALT: Know that some actions and words can hurt others' feelings.

WALT: Understand how to take turns and share resources

Making Relationships

WALT: Play in a group, extending and elaborating play ideas, e.g. building up a role-play activity with other children.

WALT: Understand different ways to be kind to others.

Being Different and Equal

Do we all look the same?

Read the story 'It's ok to be different' and identify the similarities and differences between each other

SPRING TERM 1

Activities

Starry, starry night – Is it shiny? Nursery

Mathematics

Numbers

WALT: Use some number names in sequence.

WALT: Use the words more, fewer, less, same when making comparisons between quantities.

WALT: Use some number names and number language

WALT: Knows that numbers identify how many objects are in a set.

Shape, space and measures

WALT: Talk about the shapes of everyday objects using the language for shape, e.g. 'round' and 'tall'.

WALT: Identify patterns in pictures or objects.

WALT: Create 'repeated patterns'.

Understanding the World

People and communities

Being Different and Equal

To know some of the things that make them unique and can talk about some of the similarities/differences in relation to family.

WALT: Understand who an Astronomer is.

The world

WALT: Talk about why things shine and how we know something is shiny.

Technology

WALT: Know how to operate simple equipment e.g. turns on CD player and uses remote control.

WALT: Show an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.

Engage and Express events:

Engage: Zoom Zoom we are going space

Express (8th – 12th February):

Treasure box

Expressive Arts and Design

Exploring and using media and materials

WALT: Join in with dancing and ring games.

WALT: Sings a few familiar space themed songs.

WALT: Imitates movement in response to music.

WALT: Understands that they can use lines to enclose a space, and then begin to use these shapes to represent objects

WALT: Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces to make a rocket.

Being imaginative

WALT: Beginning to make-believe we are astronauts and pretend we are in space.