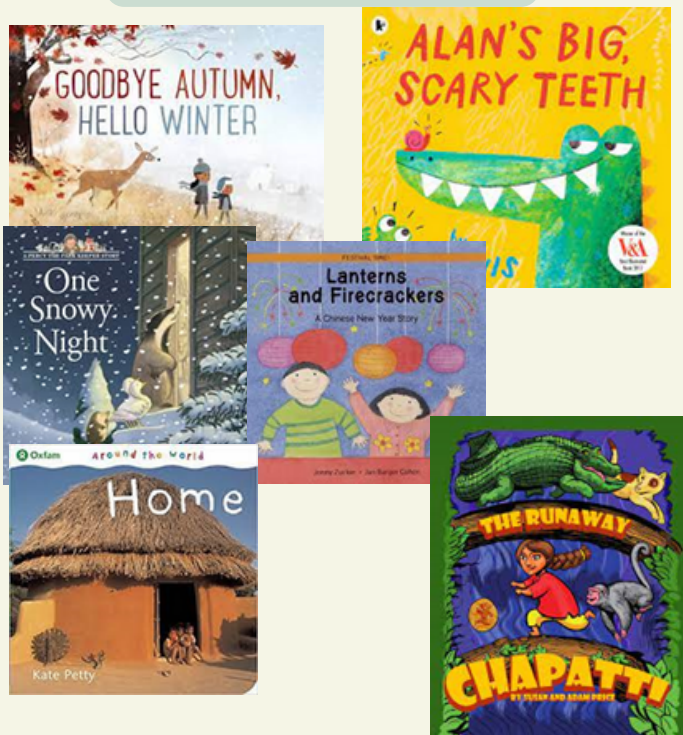


BOOKS OF THE WEEK



LITERACY

- Develop awareness of rhyme through story and phonics activities.
- Form capital letter of own name using name card.
- Letters and sounds – Blending and segmenting.
- Know print has meaning.
- Talk about events, principal characters.
- Form capital letter of own name from memory.
- Name parts of a book.
- Use some of their print and letter knowledge in their early writing e.g. writing a card.
- Answer who and what questions about stories.
- Join in repetitive refrains in stories or rhymes.
- Letters and sounds phase 1 – voice sounds.
- Use some of their print and letter knowledge in their early writing e.g. shopping list.
- Look at books independently.
- Enjoy making marks to communicate in a range of forms e.g. to record house number.

COMMUNICATION AND LANGUAGE

- Listen to a short story and recall some details.
- Begin to offer a running commentary.
- Use a full sentence to make a request e.g. at snack time.
- Focus attention for longer periods.
- Use talk increasingly during play alongside others.
- Understand more complex sentences e.g. put your toys away and then we can read a book.
- Speak in front of the class with a clear voice.



MATHEMATICS

- Introduce 1.
- Represent numbers using fingers.
- Introduce 1 and another one.
- Compare two groups and say when they have the same number.
- Know circle (use shape vocab e.g. side, corner, straight flat and round).
- Counts up to 5 objects saying one number name for each item (stable order principle using 1-5) with support.
- Use some number like shapes to represent numbers or lines.
- Choose shapes for a purpose e.g. roof of a house.

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

- Ask friends or adults for help.
- Explore the environment independently.
- Understand and follow the Nursery rules.
- Seek out others to play with.
- Learn that equipment and resources should be used safely.
- Practice safe techniques learnt when using equipment and resources.
- Use the toilet independently.
- Be outgoing towards familiar adults and children.
- Get changed into forest kit and out of it on return to the Nursery.
- Understand that they might have to wait their turn.

PHYSICAL DEVELOPMENT

- Complete simple puzzles.
- Can walk on a line.
- Create lines and circles pivoting from the shoulder or elbow.
- Use a knife to spread (DT).
- Jump two footed.
- Use scissors to make snips. (DT).
- Runs and successfully negotiates space.
- Manipulates clay or dough making balls or snakes. (DT).
- Independently use a bike or scooter.
- Thread small beads onto a string.
- Jump two footed forwards 10-24 inches.

KNOWLEDGE AND UNDERSTANDING OF THE WORLD

- Be able to say what the day is and what tomorrow will be.
- Talk about events in their own life and comment on recent photos of celebrations in my own life. E.g. This is me at Diwali.
- To record and listen to sounds using technology.
- Take photo or video of a friend.
- Explore magnetic attraction and repulsion.

EXPRESSIVE ARTS AND DESIGN

- Explore lines made with a pencil.
- Enjoy dancing, ring games and action songs.
- Make up stories using small world play or in role play situation.
- Know that they can make new colours.
- Explore how to make different sounds on instruments. E.g. by rubbing, tapping, striking, blowing or shaking.
- Explore weaving using a range of different materials both indoors and outside (Art).
- Explore changing words to songs and rhymes.
- Tap out simple repeated rhythms.
- Build small worlds such as cities, parks or different buildings e.g., castles, palaces.
- EAD – CWM- Follow some simple hand actions to play instruments loud, quiet, fast or slow.
- Join using glue, tape and masking tape (DT).