

Personal, Social and Emotional Development: Relationships

Continue to develop our awareness of how we make friends and how to be a good friend

Think of ways to solve problems with our friends. Make links to being a 'solve-o-saurus.'

Develop understanding of the impact of unkind words

Learn to use calm me time to manage our feelings

Encourage care and kindness for the living things around us

Physical Development:

Develop awareness of how to stay healthy. Sort healthy and unhealthy food.

Make a fruit kebab – link to healthy food choices and also safe use of tools when cutting the fruit up

Develop our fine motor skills through a range of activities such as threading wool. Learn to form our letter shapes correctly using an anti-clockwise movement

Learn to play team games – showing an increasing control when throwing a ball, following a simple set of rules, working as a team and learning to manage our feelings in respectful ways when we win/lose

Understanding the world:

Learn about plants and what they need to grow. Follow instructions to plant our own seeds and begin to take responsibility caring for them

Observe our class caterpillars carefully and with patience over time. Talk about the changes we see

Find out about minibeasts – caterpillars, butterflies, bees and ladybirds. Learn about the life cycle of a caterpillar and ladybird

Explore honey – where does it come from? How is it made? Look at the difference between set honey and runny honey

Mathematical Development:

Learn to recognise and order numbers up to 20. Cbeebies Numberblocks (see BBC website) are used to introduce each number and develop their understanding of the value of each of these numbers e.g. We are beginning to understand 11 is one ten and 1 more

Learn to name and describe 2d and 3d shapes (triangle, circle, square, rectangle, cube, sphere, cylinder, cuboid) using mathematical language e.g. sides, corners, faces, edges

Develop an understanding of the addition and subtraction processes - using objects and simple number stories to solve problems within 10. Use the language of addition and subtraction e.g. add, equals, subtract, altogether, left.

Exploring capacity and using everyday language to talk about their observations e.g. full, half full, empty, overflowing etc.



Plants and growing

Minibeasts

Expressive Arts and Design:

Construct with a purpose in mind using a range of resources – design and make a beanstalk

Explore different techniques to join materials to create a moving minibeast e.g. use of split pins, string etc

Select tools and explore techniques to shape clay – link to bees and create a honey pot

Communication, Language and Literacy:

Listen to stories and accurately anticipate key events. We will also be sequencing and retelling familiar stories with a focus on using story language e.g. once upon a time, after that, then, happily ever after. Our focus texts will be Jack and the Beanstalk and The Very Hungry Caterpillar.

Use our Fred Talk skills to write short sentences. We will learn a new sentence starter each week e.g. I can, it is, I went, I am.

Write for a range of purposes, including labelling diagrams, writing letters to a Giant and writing our own information booklets to share our minibeast knowledge

In our Read Write Inc groups we will further develop our sound knowledge and apply this to read a range of words and sentences. We will practise re-reading this sentence after working out the words to ensure that we understand what we have read.

A few ideas to support your child at home:

Read 4 times a week with your child and help them to complete their reading response in their reading diary.

Help your child to hold their pen correctly and form their letters with the correct formations.

Help your child to practise recognising their numbers to 20. Play games to help your child develop a speedy recall of 1 more and 1 less than a number. You could set up a number hunt at home – hide the numbers and ask them to find the number that is 1 more/1 less than a given number. You could challenge them to build a tower or count out some raisins that is 1 more 1 less than a given number.