<u>WOW – Building the three little pigs' houses, making dens, making books about ourselves (learning stories), making familiar food</u>

#### **Real Life Experiences**

Looking at photos of where we live, making mud bricks, making dens, planting seeds, creating helicopter stories, poetry basket time, squiggle whilst you wiggle, dough disco, using Makaton.

Preschool- Our Lives

My home, your

home

### <u>Literacy</u>

<u>Letter knowledge - Can copy/ write own name.</u> Recognises familiar environmental print.

<u>Vocabulary Acquisition</u>-Hears and uses new vocabulary from stories, rhymes, poems and non-fiction books

Sound discrimination-Hears initial sounds, knows initial sound in own name

<u>Retelling and recalling</u>-Confidently sequences familiar stories/ events. Identifies characters/ settings/ events in stories

<u>Fine motor skills</u>-Handles tools with increasing control e.g. paint brushes, glue spreaders, playdough tools etc.

<u>Prediction</u>- Makes inferences about what might happen next in a story based on contextual clues

# Links in Learning

Spring 1 - 2022/2023

In Reception, as part of their 'Super me, super you 'The children are learning about real life Superheroes in the community and discuss where they live.

#### Physical Development

<u>Fine motor skills</u>- Shows a dominant hand. Holds scissors in thumb and finger to cut through a piece of paper. Digging, scooping, pouring. Able to use a spoon to feed self/ cups to drink.

Pencil control-Use mark making equipment with increasing accuracy e.g. drawing shapes/ simple pictures. Demonstrates a functional tripod grip. Movement (Gross motor skills)- Safely navigates balancing and climbing equipment with minimal adult support

## **Key texts-**

Peepo

Peace at last

Mr Wolf's pancakes

The tiger who came to tea

The smartest giant in town

The 3 little pigs

Shark in the park

## Communication and Language

<u>Speaking</u>- Sing familiar songs, filling in phrases or rhymes. Use talk to organise and direct play.

<u>Listening skills</u>- Be able to take turns in a short conversation, waiting & listening to the adult or child's responses

## **Expressive Art and Design**

<u>Explore-Colour</u> –Makes predictions about the results of colour mixing and tests their theories.

<u>Music</u>- Adjusts pitch accurately and matches the pitch of another person when singing songs. Begins to create own songs or improvise familiar songs.

<u>Imaginative play-</u>Creates narratives within their imaginative play that involves other children, giving them roles and directing them.

# **Personal Social Emotional Development**

<u>Developing sense of self</u>- Be able to talk about what makes them different or similar to others.

Manage own basic hygiene (toileting, washing hands,

Manage own basic hygiene (toileting, washing hands, feeding self, drinking)

<u>Follow rules</u>- Anticipate daily routines and respond without prompting (e.g. washing hands for snack time) <u>Building relationships</u>-Begin to involve others in play, giving directions but also responding to others' ideas. Can sometimes negotiate solutions to conflict.

### Understanding the World

<u>Past and present</u> –History -Able to say who they are and who they live with-Can talk about any pets they may have-Can talk about some members of their family and comment on who is older and who is younger.

<u>Culture and Community</u> -RE and Geography- Talks about where they live and shows an awareness that there are different countries in the world.

<u>The Natural World</u> – Science – Observe and comment on growth and decay in the natural environment.

#### **Mathematics**

<u>Compare quantities</u> - Links numerals and amounts, showing the right number of objects to match the numeral, up to 5.

Shape and space (Spatial reasoning)- Talks about the properties of shapes e.g. corners, straight, round. Uses accurate positional language.

Number rhymes- Anticipates the number in the next verse of a rhyme, showing correct number on fingers

Number patterns-Extend and create simple AB patternsTalks about and identifies patterns around them. Notices and corrects errors in repeating patterns.