## Communication, Language & Literacy

- Building confidence when presenting to the class.
- Phase 3 and 4 sounds and using them in our writing
- Listening to stories, poems and rhymes
- Writing for different purposes- lists, captions, sentences, stories.
- Handa's surprise
- The very Hungry Caterpillar
- Sequencing a story
- Thinking of ways to change a story

#### Physical Development

- Dance
- Body boost
- Gaining control over fastenings when getting dressed and undressed for P.E sessions
- Using a correct pencil grip and gaining control with mark making implements
- Using and holding scissors correctly
- Threading beads/ playdough

# Mathematical Development

- Counting and ordering 1-100
- Simple addition and subtraction-recording this with a number sentence.
- Counting reliably and estimating.
- Finding more or less than a given number.
- 2D and 3D shapes- names and properties
- Number bond to make ten
- Measuring-length, height, weight.
- Pictograms and graphs

# **Fantastic**

**Food** 

Spring Term 3 and 4

# Personal, Social & Emotional Development

- Making friends and sharing and taking turns
- Learning the rules of the classroom
- Role play scenarios on feelings.
- Personal Hygiene
- · Being a good friend
- Understanding different values.

# Knowledge & Understanding of the World

- Food- using our senses: hear, see, smell, touch and taste to experiment different foods.
- Looking and tasting foods from different cultures
- · How food has changed over time
- Computers how to use the mouse, choose a program, use the 2simple graph program to record favourite foods
- · Making our own menu
- · Role play- restaurant- ordering food

#### Creative

- Drawing favourite food
- Sequencing- how to make a sandwich
- Role play restaurant ordering food/ menu/list of foods
- Exploring different medias
- Cooking
- Collage on plates design favourite meal
- Food prints- potato, apple

## Story books

- The very Hungry Caterpillar
- Handa's surprise
- The Gigantic turnip

### Festivals / R.E

- Faster
- Mothering Sunday