### Personal, Social and Emotional Development

We will plan R Time and Circle Time sessions and introduce our Golden Rules.

We will plan activities that help us to:

- Make new friends
- Develop confidence
- Share and take turns
- Develop independence



# Communication and Language

We will plan opportunities for children to:

- Speak in small group situations
- Develop their vocabulary, learning new words related to our themes
- Listen and respond to stories
- Introduce a storyline into their play

## <u>Literacy</u>

We will be begin our synthetic phonics programme, which links closely with our reading schemes.

We will plan opportunities to:

- Develop confidence in emergent writing
- Hear and retell classic stories
- Write own name



# Physical Development

In PE we will focus on Meaningful Movement, developing balance and core stability.

We will plan activities which will develop:

- Dance write/Squiggle while you wiggle
- Gross motor
- Fine motor
- Using one handed tools
- Spatial awareness



# Autumn Term

Nursery Rhymes Ourselves and Our Families Autumn and Harvest British Wild Animals Traditional Tales Fairy Tales Christmas

#### Understanding the World We will plan opportunities for children to:

• Talk about their family and events that happen

- Explore objects in the natural world around them
- Learn about how things work and why things happen
- Learntousearangeofschooltechnology eg PC with mouse, digital camera, beebot, interactive whiteboard



#### Parents as partner and community cohesion Allabout me meetings

- Stay and play sessions
- Harvestassembly
- Nurseinformationsessions
   X4
- Gross motor session for parents
- Open days for new cohort
- Phonics evening part 1 for parents
- Parentteachermeeting

- Visit to the local church
  Farmer's field walk
- Family learning

• Eid celebration day

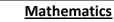
- Diwali
   celebration
- day • Christmas
- celebration day
- Christmas sing-a-long

# **Expressive Arts and Design**

Activities planned will focus on experiencing a wide range of media and materials and developing the skills needed to be able to manipulate these.

- Role play opportunities
- Musical instruments
- Messy area
- Malleable area
- Junk modelling





We will focus on numbers 0-10

- Counting accurately
- Recognising Numerals
- Knowing the number that is 1 more and 1 less
- SSM height, length, 2D shape
- Adding two single digit numbers

