

Communication and Language

Build upon new vocabulary learnt linked to theme e.g. once upon a time, character, setting, problem, solution, beginning, ending.

Sing and join in with familiar rhymes and story phrases

Hears, and uses new vocabulary from stories and rhymes in own play

Tales Toolkit- to use props/ pictures to retell a known story

Modelling how to change some elements of a story

Understands and uses simple questions to find out more

Understands a question or instruction that has two parts

Mathematics

To identify representations up to 5.

Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').

Show 'finger numbers' up to 5 whilst singing nursery rhymes/using Ten Town songs

Link numerals and amounts: for example, showing the right number of objects to match the numeral.

To experiment with their own symbols and marks as well as numerals.

Expressive Arts & Design

Listen to celebrations songs- Chinese New Year

Engage in variety of role play experiences to retell Traditional Tales/Fairy Tales read in class through small world play and imaginative play in the 'castle' role play area.

Experience a range of structures through simple songs and musical activities.

Explore different textures and materials to make crowns for a King or a Queen

Junk modelling/designing 'new' houses for The Three Little Pigs

Physical Development

Gross Motor Skills

PE programme Sport Explores-weekly lessons

Copy and explore different movements

Make up own movement ideas and imitate others - music and rhythm

Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.

Fine Motor Skills

Begin to be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips

Practice using tripod grip during mark making activities.

Basic skills- Funky fingers, scissors & pencil control activities to gain control and confidence

Nursery Mrs Lloyd -2023-2024

SPRING TERM 1

Once Upon a Time



What makes a good story? Why is that your favourite traditional tale? What is the problem/solution in the story? Who is your favourite character? Why? Where is the setting in the story?

Religious Education

Identity, Diversity and Belonging

Identify significant places associated with particular religious communities and learn why they are important.

Birches Value- Resilience and Success

British Values- Democracy

Dates for the diary:

18.1.24- Nursery visit to Kingswood

2.2.24- NSPCC Numbers Day

5.2.24- Dress to Express Day

w/b 5.2.24- Children's Mental Health Week

6.2.24- Safer Internet Day

8.2.24- Multi-Faith Celebrations- Chinese New Year

9.2.24- Break the Rules Day and break up for half term



Emotional Development

PSHEe

My Safety

environment/school

Safety using equipment

Stranger danger Importance of rules/ routines/ boundaries

Managing Self

Select and use activities and resources with help, when needed to achieve a goal.

Becoming more outgoing with unfamiliar people, in the safe context of their setting.

Show more confidence in new social situations.

Play with one or more other children, extending and elaborating play ideas.

Literacy

Basic skills- making different types of marks such as straight, wavy and curved lines with an appropriate pencil grip.

Name writing

Exploring initial sounds of words

Beginning to scribe pictures to retell stories

To know print has different purposes by exploring menus, magazines, newspapers and labels.

Listening and joining in a range of repetitive phrases in stories and rhymes.

Understanding the World

Explore collections of materials and identifying similarities/ differences.

Experiment with materials and observe which ones are waterproof for The Three Little Pigs' houses.

Operating Bee Bots around story maps to retell a story. Exploring different settings/environments in stories.

Comparing roles of Kings/Queens in stories to our current Monarch