

PHYSICAL DEVELOPMENT

To hold a pencil or mark-making tool between their first two fingers and thumb and use with good control.

To copy some letters, including the letters in their own name.

To demonstrate understanding that tools and equipment have to be used safely.

To explain the effects of exercise on their bodies.

MATHS

To continue to build on secure counting and numeral recognition to 10.

To compare groups of objects and solve simple number problems.

To continue to build on their ability to sort, match, recognise and describe common shapes in the environment.

To start to estimate.

UNDERSTANDING OF THE WORLD

To continue to develop their ability to talk about their observations about the natural world.

To show an interest in different ways of life.

To learn about some of the things that make them unique and talk about the similarities and differences in relation to others.

To continue to explore uses of ICT in their learning.

NURSERY Around the World



NURSERY CLASS-SUMMER TERM

BIG PICTURE

Finding out about our own British culture and the cultures/traditions of others - Chinese, Romanian and Greek.

Key Texts:

If you're happy and you know it

WOW factor

To celebrate all our favourite 'Around the World' activities with parents.

Helping at home/ websites

www.phonicsplay.co.uk

<http://www.topmarks.co.uk>

PERSONAL, SOCIAL, EMOTIONAL DEVELOPMENT

Through circle times and discussion - to be aware of our own feelings and know that actions and words can affect others.

To play in a group, extending and elaborating play ideas.

COMMUNICATION AND LANGUAGE

To join in with repeated refrains and anticipate key events and phrases in rhymes and stories.

To respond to more complex two and three part instructions e.g. 'tidy up the pens then collect the shape box'.

To question why things happen and give explanations.

LITERACY

To continue to build on their awareness of alliteration (e.g. Kicking, Karl, King).

To continue to build on their awareness of rhyme (e.g. cat/hat and stair/pear).

To listen to stories with increasing attention and recall describing main story, settings, events and characters.

To recognise familiar words e.g. own name, Tesco

To give meaning to their marks.

EXPRESSIVE ARTS AND DESIGN

To explore rhythms through copying and making up their own rhythms.

To build on their knowledge and understanding that tools can be used for a specific purpose.

To build on the use of storylines in their play.