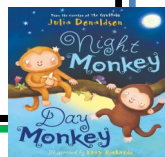


Night and Day

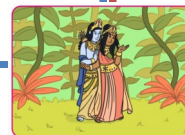
Personal social and Emotional

- Understand and identify what being unique means.
- Understand that we are all good at different things and identify feelings associated with being proud
- Explore how we are the same and different in the context of homes and families.
- Learn how to be a kind friend and recognise when and how to repair a friendship. Learn new labels for emotions.
- Explore ways of solving conflict with supported compromise: learn strategies to stand up for ourselves.



Physical Development

- Manage fastenings more independently, for e.g. putting on coats and doing up zips. Take greater responsibility for personal hygiene, for e.g. knowing to wash hands if they are dirty or before eating (links to PSED).
- Form some basic letters independently and become confident at writing first name. Use a secure tripod grip with greater accuracy and cut out basic shapes with scissors.
- Manipulate and model with clay to create a planned outcome for e.g. a nocturnal animal.
- Explore small and large apparatus. Practise throwing and catching and negotiating basic obstacle courses inside and out.



Communication and Language



- Learn new topic words and use them in context, for e.g. nocturnal and hibernation. Generate facts about nocturnal animals based on exposure to non-fiction material.
- Expand sentence structure when talking and add detail to engage the listener (based on adult modelling).
- Expand vocabulary. Describe different story settings and characters using a wider range of adjectives.
- Learn how to ask a question by playing simple games such as 'Guess the animal' and promote questioning through games such as Headbands. Demonstrate understanding of questions in thoughtful response.
- Use words to express feelings, wants and needs and talk in full sentences (adult modelling where necessary).
- Demonstrate the skills that make a good speaker and listener and verbalise what they are.

Literacy

- Sequence topic texts and further develop oral story telling using more detailed story language and greater complexity in sentence structure.
- Recognise a greater range of phoneme/grapheme correspondence and apply this to reading cvc words and simple sentences.
- Engage with non-fiction texts and generate facts (orally) based on what has been read. Create shared books about nocturnal animals.
- Make simple predictions and inferences based on what has been read.
- Begin to write simple labels and cvc words independently
- Write a list for Father Christmas
- Engage with books independently and know that print carries meaning.

Understanding the World

- Sort animals into daytime and night-time and learn about their features. Use new vocabulary such as nocturnal and hibernation in context.
- What gives us light? Explore shadow and how light passes through different materials. Begin to talk about scientific language such as experiment and prediction.
- Compare a range of Christmas presents over time. Sort into old and new and use the vocabulary of past and present
- Programme a simple floor toy to make it move.

Expressive Arts and Design

- Explore collage and texture to create an 'Owl Baby Picture'.
- Make simple shadow puppets.
- Make Christmas cards and simple decorations.
- Kapow unit: Paint My World.
- Create night sky paintings.
- Re-enact simple stories and create simple narratives in play.
- Kapow unit: Celebration Music, including Divali, Hannukah and Christmas
- Manipulate clay to create a thumb pot.

Mathematics

- Have greater confidence to recognise small amounts without counting (subitising) Represent numbers in different ways.
- Explore composition of numbers 1-5
- Gain confidence in oral counting in a forward and backward sequence. Make predictions about adding 1 more to a group or taking 1 away and check for accuracy.
- Geometry and spatial thinking: Explore circles and triangles then shapes with 4 sides. Combine shapes to make others.
- Use language to describe the relative position of objects.
- Use simple time related vocabulary such as today, yesterday and tomorrow.