## Topic: Nursery Rhymes

## Maths:

Number 1 and number 2 patterns, subitise 2, subitise patterns including dice, count to 2 and numeral 2, AB patterns including movement, correct my pattern, ABC patterns, counting and pattern and sorting.

### Personal, Social and Emotional Development:

Settle at an activity for a few minutes, develop friendships with other children, invite others in to their play and attempt to join in with others play, to start to talk about and manage their emotions and begin to manage their own toileting needs including wiping and flushing.

## **Communication and language:**

Start a conversation with an adult or a friend and continue it, start to develop conversation, often jumping from topic to topic, identify familiar objects and properties when they are described, show that they understand action words by pointing, understand simple questions about 'who', 'what' and 'where' and understand simple questions and instructions.

# Chatsworth Infant School We work hard and we play hard"

#### Key Texts:

- Hickery Dickory Dock
- The Grand Old Duke
- Humpty Dumpty
- I'm a little teapot
- Twinkle Twinkle
- Jingle Bells



## Year Group:

Nursery



## **Physical Development:**

Use one hand as a stabiliser and one hand as a manipulating hand, use large-muscle movements to wave flags and streamers, use large-muscle movements to wave flags and streamers etc., use both hands together, balance on one foot, tear paper and can jump forward a small distance.

## Literacy:

Distinguish between the different marks they make, recall parts of a story, enjoy drawing freely, knows that the marks they make are of value, can copy straight vertical and horizontal lines and imitate adults' writing by making continuous lines of from left to right.

## **Understanding the World:**

Compare age to other family members, be curious and interested to explore new and familiar experiences in nature, shows an interest in lives of people around them, talk about what they see using a wide vocabulary (Understand seasonal changes affect our clothing), know that some characters from stories are from the past, enjoy playing with small world reconstructions, identify which images are in the present day, talk about different religions and talk about differences between materials.

## **Expressive Art and Design:**

Imitate and mirror - play in familiar environment, explore different textures, identify sounds in the environment, paint brush held in fist, join large flat surfaces together, adopt role reflecting own experiences and create sounds by rubbing, shaking, tapping, striking or blowing.