'Marvellous Me' 'Amazing Animals'

Nursery Autumn

Possible texts:

Our House What makes me ME We're going on a Bear Hunt Stick Man One Snowy Night The Gruffalo The Nativity Story

Communication and Language

Join in with a variety of rhymes and songs.

Listen to a variety of fiction and nonfiction books.

Listen carefully as part of a small group.

Start a conversation with an adult or a friend and continue it for many turns.

Physical Development

Gross motor

Develop their movement through balancing and riding ¾ wheeled vehicles.

Explore how to use our bodies in a variety of ways.

Start taking part in some group activities.

Fine motor

Use one handed tools and equipment.

Handle play dough tools safely and with increasing control.

Personal, Social and Emotional development

Select and use activities and resources, with help when needed.

Talk about our feelings using words like 'happy, sad, angry or worried'.

Begin to follow rules, understanding why they are important.

Maths

Number songs and rhymes to 5.

Use fingers to show numbers up to 5.

Begin to recite numbers past 5.

Create an ABAB pattern.

Literacy

Phonics - Phase 1

Environmental sounds inside and out. Instrumental sounds and body percussion.

Listen to a range of stories and poems.

Talk about and learn the meaning of new vocabulary.

Recognise their name.

Engage in mark making.

Understanding the World

Use all their senses in hands-on exploration of natural materials.*

Begin to make sense of their own life story and family's history.

Talk about the different types of weather we notice*

Plant seeds and care for growing plants.*

Expressive Arts and Design

Take part in role play and small world play.

Draw with an intention in mind.

Develop their own ideas.

Explore colour.

Play instruments with increasing control.

Nursery Spring	Communication and Language	Physical Development	Personal, Social and Emotional development
'Ticket to Ride' 'Ready Steady Grow' Granny went to market Whatever Next My World, Your World Jasper's Beanstalk In Wibbly's Garden The teeny weeny tadpole	Remember and sing entire songs. Begin to understand a question or instruction that has 2 parts. Be confident to answer 'why' questions when taking part in a small group. Use talk to organise themselves and their play.	Gross motor Skip, hop, stand on one leg when taking part in group games. Be able to remember small sequences and patterns of movements. Work safely with others to plan and build their ideas. Fine motor Use a comfortable grip when holding a pencil. Begin to become more independent as they get dressed and undressed for PE and role play costumes.	Remember rules without needing an adult to remind them. Develop a sense of responsibility and membership of our community. Become more outgoing within our community and social situations. Play with one or more other children, extending and elaborating ideas.
Maths	Literacy	Understanding the World	Expressive Arts and Design
Recite numbers past 5. Develop fast recognition of up to 3 objects without having to count them individually. Know how many objects are in a small set up to 5. Talk about and explore 2d and 3d shapes. Understand positional language. Talk about and identify patterns around them. Extend and create ABAB patterns.	Phonics Phase 1- rhythm and rhyme Listen to a range of stories and poems. Talk about and learn the meaning of new vocabulary. Start to engage in mark making. Begin to write some letters of their name. Begin to understand some of the features of a book.	Know that there are different countries in the world and talk about the differences they have experienced or seen in photos. Begin to understand the need to respect and care for the natural environment and all living things. Explore how things work. Continue developing positive attitudes about differences between people.	Explore colour and colour mixing. Draw with increasing complexity and some detail. Explore materials, decide what to do with materials and join them appropriately. Sing the pitch of a tone sung by another person.

	Communication and Language	Physical Development	Personal, Social and Emotional
<u>Nursery Summer</u>			development
	Remember and sing entire songs.	Gross Motor	
		Skip, hop, stand on one leg and hold a	Find solutions to conflicts and rivalries.
	Pay attention to more than one thing.	pose for a game like musical statues.	For example, accepting that not
	Know many rhymes, be able to talk	Work safely with others to manage	everyone can be Spider-Man in the game, and suggesting other ideas.
	about familiar books, and be able to tell	large items, such as moving a long plank	game, and suggesting other lucas.
	a long story.	safely.	Talk with others to solve conflicts.
		53.5.7.	
'Long, long, ago'	Use talk to organise themselves and	Fine Motor	Understand gradually how others might
'Heroes and helpers'	their play.	Continue to use a comfortable grip with	be feeling.
•		good control when holding pens and	
'Once upon a time'	Continue to develop pronunciation of	pencils.	Make healthy choices about food, drink,
'Off we go'	sounds.		activity and toothbrushing.
		Show a preference for a dominant hand.	
		nand.	
Supertato		Be increasingly independent as they get	
Ten Little Dinosaurs		dressed and undressed.	
What Dinosaur Am I? (NHM) Goldilocks and the Three Bears		a. 55554 a	
Maths	Literacy	Understanding the World	Expressive Arts and Design
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Describe a familiar route.	Phonics - voice sounds. Oral blending	Show interest in different occupations.	Make imaginative and complex 'small
	and segmenting.	·	worlds' with blocks and construction
Select shapes appropriately: flat	Listen to a range of stories and poems.	Understand the key features of the life	kits, such as a city with different
surfaces for building, a triangular prism		cycle of a plant and an animal.	buildings and a park.
for a roof etc.	Talk about and learn the meaning of		
	new vocabulary.	Explore and talk about different forces	Join different materials and explore
Combine shapes to make new ones – an		they can feel.	different textures.
arch, a bigger triangle etc.	Start to engage in early writing.	T. II. 1	
Notice and correct an error in a	Write their name.	Talk about the differences between materials and changes they notice.	Show different emotions in their drawings and paintings, like happiness,
repeating pattern.	write their name.	materials and changes they notice.	sadness, fear etc.
	Understand the five key concepts about		Sudification fedit etc.
	print: - print has meaning - print can		

Begin to describe a sequence of events,	have different purposes - we read	Respond to what they have heard,
real or fictional, using words such as	English text from left to right and from	expressing their thoughts and feelings.
'first', 'then'	top to bottom - the names of the	
	different parts of a book - page	Create their own songs or improvise a
Solve real world mathematical	sequencing.	song around one they know.
problems with numbers up to 5.		
	Continue to recognise words with the	
Link numerals and amounts: for	same initial sound.	
example, showing the right number of		
objects to match the numeral, up to 5.		