

Personal, Social and Emotional Development

Making Relationships

- Play a game in a group and share ideas with each other
- Talk about friendly behaviour
- Talk about ways you can help each other, linking to People Who Help Us (PWHU).
- Talk about how they help their friends and family
- Explain who helps me

Managing feelings and Behaviour

- Listen to stories that encourage an awareness of own and others feelings.
- Talk about other people's feelings
- Take turns and share with others
- Explore different emotions and talk about when we may have them; we are happy when.... I am sad when....

Self-Confidence and Self-Awareness

- Give children increasing roles within the environment, i.e. carrying out small tasks
- Allow children opportunities to talk about strengths and things they need support with, link to PWHU
- Continue Grey Mouse
- Set up opportunities for children to respond to others, i.e. visit.

Faith and Belief

CHANGE AND GROWTH

Recognise aspects of the natural world, spring and new life that bring awe and wonder

Recognise change in the natural world. Explore the natural world.

Consider different beliefs about the beginning of the world

Ask and answer questions about life and death

EASTER

Listen and respond to chapters from the Easter story (Palm Sunday, Good Friday, Easter Day)

Talk about happy and sad times from their own experience,

Identify people around Jesus who were happy and sad, then happy again

Communication and Language

Listening and Attention

- Listen to emergency stories with increasing attention and recall.
- Participate in group discussion on different stories.
- Anticipate key events and phrases in stories
- Sit quietly for a short period of time

Understanding

- Read and respond to rhymes.
- Understand why and how questions when discussing different PWHU.
- Use prepositions when describing an emergency and talking about a story scene.
- Give each other instructions when solving an emergency during role play

Speaking

- Use talk to connect ideas when talking about a story and key characters.
- Develop new topic vocab
- Use different tenses when playing with small world (imaginative, pretend and role play) to apply language
- Use and understand past, present and future verbs
- Talk about other children's thoughts and ideas
- Explain own ideas using and/because

French

- Use greetings (Hello and Goodbye)
- Count to 10
- Sing French songs
- Listen to a French story
- Learn colours of the French flag
- Play French games
- Learn new vocab for occupations that help us (policeman, fireman, paramedic, teacher etc.)

Physical Development

Moving and Handling

- Use tools effectively and safely to create for a purpose, such as junk model emergency vehicles.
- Games: Use hand-eye coordination. Children to practise throwing and catching
- Dance/Gym: respond to music. Hold balances on apparatus. Use sequence of movement (movement, balance, jump)

PENPALS Handwriting

Long ladder letters – l, i, t, u, j, y

Curly caterpillar letters – c a d o s g q e f

One armed robot letters – r, b, n, h, m, k, p

Zig zag monster letters – z, v, w, x

Health and Self Care

- Continue to apply class expectations
- Independently take care of self at school e.g. zipping up own coats
- Talk about how and why it is important to exercise
- Talk about a balanced diet

Understanding of the World

People and Communities

- Talk about people who help them at home, school and community
- Express who they ask for help from and when
- Talk about and compare PWHU, consider the characteristics of these people.
- Ask and answer questions (use non-fiction books, visitors and videos to learn about a person who helps us)

World

- Look at how vehicles work
- Compare features of different environments
- Compare natural and manmade disasters around the world

Technology

- Begin simple programming with BeeBots.
- Use paint programme to create own picture
- Talk about how technology can help us.

Mathematics

Numbers

- Begin to solve mathematical problems during independent play
- Count on and back from a given number
- Read, write and order numbers to 20.
- Recognise larger numerals within the environment.
- Match number and quantity
- Explore simple subtraction and addition

Shape, Space and Measure

- Describe position of characters and objects.
- Order 2 or 3 items by capacity and length-link to firefighters
- Sequence and order familiar events related to time (link to story books and people who help us visits).
- Introduce money and use language related to money during play.

Literacy

Phonics

- Sing the alphabet
- Continue to secure phonological awareness
- Begin to apply knowledge of digraphs
- Use blending and segmenting for reading and writing
- Read Tricky Words/High Frequency Words
- Read and write simple captions
- Learn and use two-syllable words

Writing

- Express ideas for sentence writing
- Begin to form sentences about people who helps us
- Use initial sounds in words to support spelling
- Apply phonics to sentence writing
- Use words and pictures to write own story about an emergency

Reading

- Read stories about people who help us, anticipating key events
- Begin to apply phonics to decode key vocab cards
- Begin to talk about the beginning, middle and end of a story
- Suggest how a story might end.
- Describe main story setting, event and principle character.
- Explore non-fiction texts about people who help us
- Use vocabulary from books in forms of speech and use in role play
- Respond to a story using inference and deduction

Expressive Art and Design

Exploring and using media and materials

- Create pictures of emergency vehicles using different media
- Create 3D models of emergency vehicles, describe the textures
- Create objects to support role play, i.e. walkie talkie
- Use construction to set up small world scenarios
- Create reflective tabards using collage (road safety)

Being Imaginative

- Use imagination with different small world and role play opportunities linked to people who help us
- Sing emergency rhymes with actions, i.e. *I'm a firefighter*
- Make puppets to support small world role play
- Listen to music station/listening table to support music and rhymes