

Personal, Social and Emotional Development**Making Relationships**

- Play co-operatively with others and take turns with increased independence
- Talk to others clearly about how to organise an activity
- Understand about sensitivity to others

Self-Confidence and Self-Awareness

- Try new activities confidently and independently
- Talk confidently to the class or a small group
- Choose resources independently to support learning
- Recognise when help is needed (Use Grey mouse)
- Challenge themselves within many curriculum areas
- Make mistake monsters

Managing feelings and Behaviour

- Read Stories to encourage; Awareness of own and others feelings.
- Take turns and share with others
- Explore different emotions and when we may have them; we are happy when.... I am sad when....
- Talk about consequences of behaviour
- Understand the effect they have on others
- Talk about how to deal with sudden change

Faith and Belief**Christianity**

Focus on a 'bigger picture'/concept; why is the word 'God' so important?

- Human responsibility and values
- Justice and fairness; treating the world fairly – taking responsibility.
- Ultimate questions; how do we show care and concern for each other? What makes the world so wonderful? Questions about God.
- Prayer, worship and reflection; sacred spaces, simple prayers, time to reflect.

Communication and Language**Listening and Attention**

- Listen to adventure 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 story lines.
- Follow instructions using several ideas and actions
- Ask and answer questions about events

Speaking

- Use talk to connect ideas when talking about a story and key characters.
- Learn and apply 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: say a number name when shown digit at random
- Sing French songs
- Listen to a French story
- Learn new vocab: colours, height, size (use context of aliens, chn could describe short and fat, tall and thin.)

Physical Development**Moving and Handling**

- Use tools to manipulate in the environment, including; writing equipment, musical instruments
- Games: develop spatial awareness; participate in tagging and dodging games, work within a team
- Practise athletic sports/sports day activities

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

- Linking capital letters to letter sounds e.g. f/F

Health and Self Care

- Continue to follow class expectations
- Manage clothes independently i.e. PE, coats, wellies
- Talk about the importance of good health; physical exercise, and a healthy diet, and talk about ways to keep healthy and safe

Knowledge and Understanding of the World**People and Communities**

- Recognise family customs and routines
- Compare family routines to that of a pirate
- Talk about how they have changed
- Discuss the importance of manners
- Identify traditions within other communities (visitors)
- Eco Schools: Transport
- Identify best ways to get to school.
- Talk about how they travel to and from school.
- Scooter licence.

World

- Make observations of mysterious objects (link to topic)
- Compare different environments (monsters can visit)
- Describe the world we live in today referring to the natural and man-made features

Technology

- Use the ipads with confidence
- Use My World program on the laptop with increasing independence
- Use software programs with a partner
- Use technological devices within play (camera, recording devises, CD player

Mathematics**Numbers**

- Count beyond 10
- Count objects, sounds and actions
- Represent numbers independently
- Estimate how many objects they can see and check by counting
- Count on and back from a given number
- In practical activities begin to use adding and subtracting
- Read, write and order numbers to 10 and beyond.
- Recognise numerals 0-20 and beyond.
- Select correct digit when given number.
- Begin to recognise and discuss mathematical problems

Shape, Space and Measure

- Use everyday language related to money.
- Explore halving.
- Order 2 or 3 items by weight
- Measure short periods of time
- Use everyday language related to time
- Order and sequence familiar events

Literacy**Phonics**

- Sing the alphabet
- Recap all sounds (include tricky words and high frequency words)
- Learn digraphs and trigraphs
- Read and write sentences
- Learn two-syllable words
- Learn new tricky words and high frequency words.
- Introduce pseudo words (silly/fake words)
- Consolidate spelling and reading of tricky words in independent writing.

Writing

- Write labels for role play area.
- Apply phonics when sentence writing
- Use finger spaces when writing simple sentences.
- Use words and pictures to write own story about an adventure
- Write sentences to describe monsters and dragons/ pirates.
- Begin to write irregular common words
- Write for a purpose independently e.g. in the role play area

Reading

- Read stories about monsters and dragons/ adventures/ pirates
- Apply phonics to reading
- Identify the beginning, middle and end of a story
- Suggest how a story might end.
- Describe main story setting, event and principle characters.
- Use vocabulary from books in forms of speech and use in role play
- Create rhyming strings when describing monsters and dragons (book: Zog)/pirates
- Read phonic reading books.

Expressive Art and Design**Exploring and using media and materials**

- Make structures using different tools and materials e.g. pirate ships/rockets etc
- Select tools to use to assemble and join materials together.
- Draw lines and shapes to create a treasure map
- Manipulate malleable materials to create a 3D monster
- Use instruments to create sounds and sound effects
- Sing songs and rhymes based on topic
- Respond to music using movements and pictures.

Being Imaginative

- Use different small world and role play opportunities linked to invasions/adventure
- Use malleable materials within role play (Café)
- Explore and use different senses when playing
- Make new role play area of a pirate ship
- Sing pirate rhymes with actions
- Use music station and listening table to play music, rhymes and listen to stories