

## 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
- Talk about meeting and welcoming new people, such as neighbours, or in class

### 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.....
- Compare behavioural expectations at school and on a pirate ship
- Talk about consequences of behaviour
- Understand the effect they have on others
- Talk about how to deal with sudden change
- Discuss transition to Year One

### 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

## Faith and Belief

### SPECIAL PLACES AND PEOPLE

- Name places and people special to the children
- Recognise local religious places
- Understand and talk about what makes places special
- Name special places in the community
- Name a local religious place, how and why it is special
- Name important religious people
- Name and talk about important people in own lives
- Begin to recognise features and artefacts of different religious places

## 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
- Discuss ideas and respond to stories about pirates, monsters, dragons and dinosaurs

### Understanding

- Understand why and how questions when discussing story lines
- Follow instructions using several ideas and actions
- Ask and answer questions about events
- Read and respond to rhymes
- Begin to understand humour

### Speaking

- Use talk to connect ideas when talking about a story and key characters
- Learn and apply new topic vocabulary
- 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
- Understand the difference between questions and statements

## 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

- Participate in gross and fine motor skill activity.
- Retrace simple lines and patterns
- Correctly form lower case letters
- Develop presentation of handwriting, showing clear distinction between upper and lower case letters

### Health and Self Care

- Continue to follow class expectations
- Independently take care of yourself at school, e.g. toileting
- Manage clothes including PE, coats, wellies
- Cont. to have an awareness of health and safety in class
- Talk about how and why it is important to exercise
- Talk about different healthy foods you can eat
- Continue SAFESTEP during PE
- Move and transport equipment or resources carefully and safely

## Knowledge and Understanding of the World

### People and Communities

- Recognise family customs and routines(teach to monsters)
- Compare family routines to a pirates
- Talk about how they have changed
- Discuss the importance of manners
- Identify traditions within other communities (visitors)
- Respond to others
- Understand that there are differences between families, communities and traditions

### 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
- Talk about change

### Technology

- Use the ipads with confidence
- Use programs on the laptop with increasing independence
- Use software programs with a partner
- Use technological devises 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
- Solve problems using doubling, halving and sharing

### Shape, Space and Measure

- Use everyday language related to money (pirates, monsters café)
- Order 2 or 3 items by weight
- Measure short periods of time
- Use everyday language related to time
- Order and sequence familiar events
- Recognise, create and describe pattern
- Use everyday language related to distance and position

## Literacy

### Phonics

- Sing the alphabet
- Recap tricky and high frequency words
- Continue to learn digraphs and trigraphs
- Read and write sentences
- Learn two-syllable words
- Learn new tricky words and high frequency words
- Introduce Pseudo words

### Writing

- Write labels for role play area.
- Use initial sounds in words to support spelling
- Apply phonics when sentence writing
- 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 when role playing
- Read back own writing clearly

### Reading

- Read stories about monsters and dragons/adventures/pirates
- Apply phonics to reading when decoding
- 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 /pirates
- Read phonic reading books.
- Begin to read common irregular words
- Demonstrate an understanding when talking to others about what they have read

## Expressive Art and Design

### Exploring and using media and materials

- Make structures using different tools and materials.
- 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
- Manipulate tools and materials
- Develop techniques when experimenting with colour, design, texture, form and function.

### Being Imaginative

- Use different small world and role play opportunities
- Explore and use different senses when playing
- Make props for role play area and a pirate ship
- Sing pirate rhymes with actions
- Use music station and listening table to play music, rhymes and listen to stories
- Talk about ideas, thoughts and feelings