

Communication and Language

We will be encouraging the children to talk about what they have done and what they are planning to do, giving details and using descriptive language.

We will be focusing on listening skills during carpet time, which includes taking turns.

What we'll build

An inquiry into designing and building.

Spring 1

Personal, Social and Emotional Development

We will be playing lots of games that involve turn taking and dealing with winning and losing.

We will be supporting the children to build healthy relationships withing the group.

Literacy

We will continue to learn phonetic code through the Sounds-Write program. We will be learning x, y, ff, ss, ll, zz, segmenting and blending cvc (consonant-vowel-consonant) vcc, cvcc and ccvc words.

Drawing Club continues and brings joy and magic to the writing process. The children see themselves as competent writers, putting into practice all their knowledge from phonetic coding.

Physical Development

Fine motor skills will be developed through lots of building work, tying string, cutting paper and card, carving and modelling.

Gross motor skills we be developed through climbing, running, jumping, carrying and balancing.

Understanding the World

We will be building with lots of different materials for different purposes. We will be exploring the properties of materials and how to choose the best materials for our design.

We will be celebrating Chinese New Year (year of the horse) and thinking about people we care about on Valentine's Day.

Expressive Arts and Design

We will be looking at the artists Andy Goldsworthy and Barbara Hepworth, to inspire our own creations using natural and found materials.

We'll be singing lullabies in music and learning to find the beat. We'll sing songs in Chinese and try some Chinese dancing.

Mathematics

We will continue to explore the relationships between numbers 1-5, focussing on subitising (the ability to know how many without counting). Shape and measure will be explored through our building projects.