



	11.09.17	18.09.17	25.09.17	02.10.17	09.10.17	16.10.17
<p>Focus / entry points</p> <p>Personal Social & Emotional Development</p>	<p>My Family and I</p> <p>To settle children and begin to establish routines</p>	<p>Faces Funny Faces /different expressions /showing feelings – link to happy/sad</p> <p>My mum and dad make me laugh</p> <p>intro Zones of regulation eg feelings happy angry etc</p>	<p>Hands</p> <p>My Hands book Intro col challenge Red - children to bring in items</p> <p>Intro key person groups (intro and establish who is who etc)</p>	<p>Hands / Feet</p> <p>Jack and the beanstalk (giant shoe/ boots) Using feet to march/ take giant steps etc</p> <p>Yellow</p>	<p>Feet/Bodies</p> <p>Eyes Nose Fingers and Toes (body parts)</p> <p>Non fiction books</p> <p>Green</p>	<p>Bodies /bones/Skeleton Funny Bones</p> <p><i>Diwali (18th Oct)</i></p> <p>Blue Understand about a celebration</p>
<p>Communication & Language</p>	<p>Intro rules / developing listening skills – responding to adults etc Talk to children about who they live with etc</p>	<p>Welcome song etc Looking closely at faces – description eg eyebrows /mouth etc smiling/happy sad faces</p>	<p>Talk about being kind What can I do with my hands etc</p>	<p>Kind hands /kind feet role play and recap of rules -</p>	<p>Develop terms eg parts of body – medical eg injection hospital /doctors etc (role play) xray etc</p>	<p>Consolidate and develop vocab /sentence → construction etc</p>

<p>Literacy</p>	<p>Wheels on the bus /Big red bus (CLL EAD) Intro mark making eg self on bus etc /drawing self</p>	<p>Titch - developing the idea of growing and change and developing Titch being part of family encourage children to predict what will happen next etc Face templates</p>	<p>Intro Letters and Sounds phase 1 Aspect 1 (see weekly planning A listening moment) Hand patterns</p>	<p>Continue with aspect 1 (General sound discrimination) <i>Develop story telling and re-enacting emphasising repeated refrains</i> Feet templates(pencil control and correct grip)</p>	<p>Aspect 2 Instrumental sounds Drawing round a body and labelling (mark making) body parts) <i>Retelling experiences of when bodies are hurt etc circle time link to safety etc</i></p>	<p>Use powerpoint to stimulate interest in festival etc Re- enact Funny Bones – prediction and joining in with repeated refrain In the dark dark street etc</p>
<p>Mathematics</p>	<p>Counting – bus number puzzle etc / putting people on the bus etc</p>	<p>Threading beads (CCL / PD fine motor) Talk about the fruits etc in the home corner etc – sort fruits col/criteria <i>Develop thinking skills through questioning etc</i></p>	<p>Compare bears Reciting some numbers/ counting in sequence etc Begin to use for assessment purposes etc Eye spy counting game with fingers What can I hold in my hand – how many items etc</p>	<p>Counting and sorting socks (reciting some number names in sequence /pairs etc) Intro to size Eg giant boots Make a simple graph - eye colour</p>	<p>Body parts – dice game can they identify the body part and then do Eg hands clap feet can jump etc (CLL PD)</p>	<p>Positional vocabulary (hide the skeleton(s) in the outdoor area hunt the skeletons)</p>

Understanding of the world	Talk about London and red buses / landmarks etc	People in home etc Dolls house <i>Growing – who is the youngest /oldest shortest tallest etc in family</i>	Hands – keep them clean etc washing of hands sing rhyme etc	Link to place – where do we live ? Where does the giant live - look at different places and then develop through play eg construction	Look at x rays – table top doctors Role play etc What can we wear on our bodies to keep warm etc hot and cold	Explain about how Diwali is celebrated Look at xrays etc Feel and notice our own bones
Expressive Arts and Design	Sing Nursery rhymes Wheels on the bus /Big red bus etc London buses to organise for display etc handprint flowers for display	Drawing people etc Look closely at face and begin to paint self portraits (display)	Textures feeling different items how does it feel in your hand (CCL language rough / smooth bumpy cold hot etc Sing tommy thumb	Creating boot prints on a roll of paper Responding rhymes etc using the instruments Shaving foam- faces bodies etc	Heads, shoulders knees and toes etc 	Sing dem bones etc Chalk drawings of bones /skeletons Make diwai lamps Intro Ipads
Physical Development	Fine motor skills – transport cutters and playdough Intro computers Into outdoor area etc	Construction building houses etc Colour magic ICT etc Puzzles ICT colour magic	Jumping beans game / throwing and catching with my hands Intro programs developing mouse skills	Develop ball skills – dribbling/kicking a ball - games to play with feet 	Focus on dressing putting on items eg cardigan etc Use fastening cube	Construction making places /buildings for hiding the skeletons etc encouraging children how to make /extend models

Key worker activities in bold. – could be added to / changed once assessment and flow of play activities etc are established. Full time key worker groups pm sessions will include activities to develop skills eg pencil control, listening skills, number and other games and will be developed as the children settle into Nursery routines . Objectives are checked onto Long Term Planner to ensure coverage and differentiated in response to children’s needs on the weekly planning.