

Important dates for Nursery this Half Term:

Mobile Planetarium visit– Friday 13 February 2026

Book Week 23 February – 27 February 2026

Parent Consultations: 24 - 26 February 2026

Half Term: 16 February – 20 February 2026

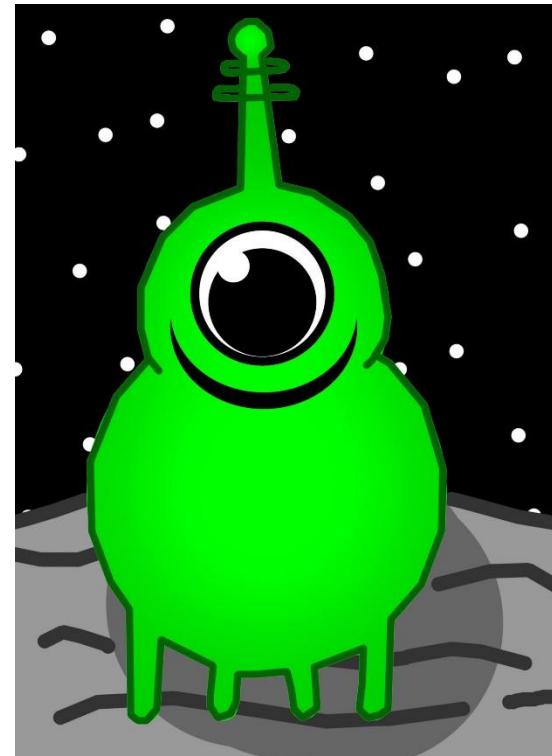
Sheredes Primary School

Fantasy

A note from your teacher

Ways you can help your child:

- Read with your child everyday. Ask them questions about the text/ story. Ask them to predict the ending or describe the characters.
- Point out words that are repeated throughout a book, in particular common words. For example I, a, the, it and. Play 'I Spy' game to support this.
- Reinforce phonemes covered so far when looking at books together .. 'Oh what is this letter?'
- Count with your child everyday. Count aloud to 10 and beyond. Ask your child to count out a given number of objects. Look at numbers in the environment and ask your child to name the number and represent the amount using their fingers.
- Support your child in writing their name. Model how to form letters correctly and always start with a capital letter followed by lower case letters for the rest of their name. (Use the school Handwriting Policy to support you).
- Ask your child to identify 3D shapes around them. Encourage them to use boxes to make models at home.
- Use the 'Parent Packs' at home – see an adult in the setting!
- Help them to see that print is 'everywhere' and has a meaning.
- Make learning FUN and memorable!



Spring 1 2026

COMMUNICATION AND LANGUAGE

- Respond to simple instructions - making models, playing number games etc.
- Build up a wider range of vocabulary that reflects the breadth of their experiences re space, day/night as well as story language.
- Use talk to organise themselves and their play - role-play space station, small world play related to space and aliens.
- Understand why questions e.g. Why do we go into space? Why do we not float on Earth like in Space?
- Sing a large repertoire of songs including 5 little men in a flying saucer.
- Know many rhymes, be able to talk about familiar books, and be able to tell a long story e.g. How to Catch a Star and The Way Back Home.

LITERACY

- Understand the five key concepts about print: - print has meaning - print can have different purposes - we read English text from left to right and from top to bottom - the names of the different parts of a book - page sequencing as well as looking at different types of books - fiction and non-fiction .
- Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother. Sing a range of rhymes related to Space and aliens including 'Zoom, zoom, zoom, we're going to the moon'.
- Engage in extended conversations about stories, learning new vocabulary related to the topic of Space, including book 'Here come the Aliens'.
- Use some of their print and letter knowledge in their early writing. For example: writing a poster about aliens, writing 'a' for alien.
- Write some or all of their name.
- Write some letters accurately.

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

- Play with one or more other children, extending and elaborating play ideas - especially during small world and in role-play areas.
- Find solutions to conflicts and rivalries. For example, accepting that not everyone can be an alien or astronaut and suggesting other ideas.
- Increasingly follow rules, understanding why they are important.
- Remember rules without needing an adult to remind them.
- Develop appropriate ways of being assertive.
- Talk with others to solve conflicts.
- Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'.
- Understand gradually how others might be feeling.
- Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen, or one which is suggested to them.

PHYSICAL DEVELOPMENT

- Use one-handed tools and equipment. For example, drawing aliens or space pictures or when painting.
- Use a comfortable grip with good control when holding pens and pencils.
- Show a preference for a dominant hand.
- Choose the right resources to carry out their own plan. For example, making rockets and spaceships with junk or construction kits.

Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills.

- Use large-muscle movements to wave flags and streamers, paint and make marks.
- Be able to use and remember sequences and patterns of movements which are related to music and rhythm.

Nursery:

This is a summary of our topic "Fantasy" for this half term and an outline of what your child will be learning:

MATHEMATICS

- Develop fast recognition of up to 3 objects, without having to count them individually ('subitising').
- Recite numbers past 5 whilst counting aliens, planets or singing number rhymes e.g. Five little men in a flying saucer. Link numerals to amounts up to 5.
- Say one number for each item in order: 1,2,3,4,5 whilst playing number games or solving simple problems.
- Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').
- Experiment with their own symbols and marks as well as numerals whilst counting or playing number games e.g. Space race, Crater hop..
- Solve real world mathematical problems with numbers up to 5 e.g Pizza Planet activity.
- Compare quantities using language: 'more than', 'fewer than'.
- Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners', 'straight', 'flat', 'round' whilst creating pictures or models of spaceships or rockets.
- Discuss routes and locations, using words like 'in front of' and 'behind'
- Make comparisons between objects relating to size, length, weight and capacity.
- Select shapes appropriately: flat surfaces for a building, a triangular prism for a roof etc.
- Talk about and identify the patterns around them. For example: stripes, dots, spots etc. on clothes, (Aliens love Underpants sorting activity).

UNDERSTANDING OF THE WORLD

- Use all their senses in hands-on exploration of natural materials: sensory small world play involving aliens and space.
- Explore collections of materials with similar or different properties.
- Talk about what they see, using a wide vocabulary related to the topic Space as well as light and dark..
- Begin to make sense of their own life-story and family's history .. what they see in the night sky, visit from the planetarium.
- Show interest in different occupations especially astronauts, NASA scientists.
- Explore how things work e.g. interactive Whiteboard and a variety of simple software.
- Begin to understand the need to respect and care for the natural environment and all living things e.g. taking care of Planet Earth, re-cycling etc.
- Continue developing positive attitudes about the differences between people.

EXPRESSIVE ARTS AND DESIGN

- Take part in simple pretend play .. role-play space station and small world rocket etc.
- Begin to develop complex stories using small world equipment like rockets, aliens and sensory materials.
- Make imaginative and complex 'small worlds' with blocks and construction kits, such as a rocket or planet.
- Explore different materials freely; to develop their ideas about how to use them and what to make e.g. construction of models.
- Join different materials and explore different textures whilst creating junk model rockets and spaceships.
- Create closed shapes with continuous lines and begin to use these shapes to represent objects.
- Draw with increasing complexity and detail, e.g. an alien or a new planet, using their imagination.
- Use drawing to represent ideas e.g. aliens, rockets, the sky at night and the Solar System .
- Explore colour and colour-mixing whilst painting pictures of aliens, space, planets, night sky etc.
- Respond to what they have heard, expressing their thoughts and feelings when discussing the topic Space.
- Remember and sing entire songs related to aliens and space / planets/ solar system.

