

Important dates for Nursery this Half Term:

Book Week 24th February – 28th February 2020

Parent Drop in session - Thursday 26th March AM 10:45
PM 2:45

30 hours children: please can parents let us know which they plan to attend.

End of Term: 3rd April 2020 Summer Term begins 21st April 2020

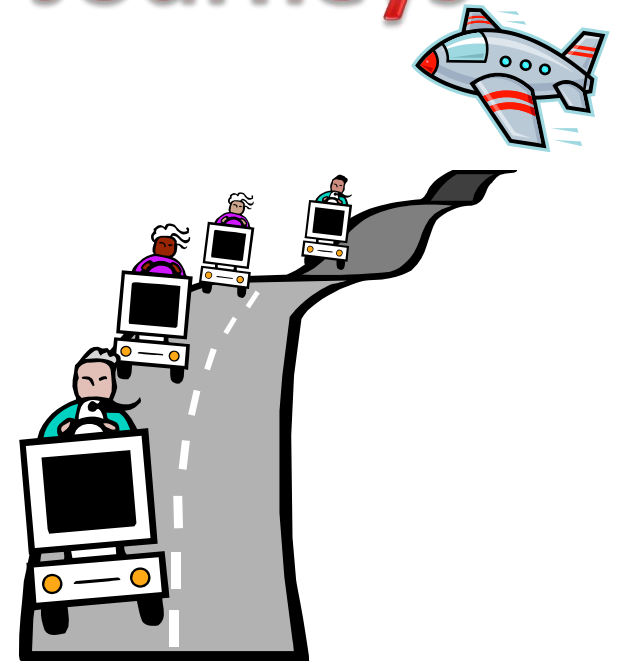
A note from your teacher

Ways you can help your child:

- Read with your child every day. Ask them questions about the text/ story. Ask them to predict the ending or describe the characters.
- Encourage them to sound out simple cvc words for example c-a-t that are in the story that you are reading.
- Encourage your child to solve simple problems involving 1 more / less for example what is 1 more than 2 lollipops.
- Support your child in writing their name and other simple words - mum, dad etc.
- Model how to form letters correctly and always start with a capital letter followed by lower case letters for the rest of their name.
- Ask your child to identify shapes around them. Encourage them to describe the shapes using mathematical vocabulary - sides, corners, edges etc..
- 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!

Sheredes Primary School

Transport and Journeys



Spring 2 2020

Nursery:

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

COMMUNICATION AND LANGUAGE

- Respond to simple instructions.
- Build up vocabulary that reflects the breadth of their experiences.
- Be able to talk /connect ideas as well as explain what is happening or anticipate what comes next when discussing stories, characters and rhymes.
- Listen to stories and rhymes with increasing attention and recall.
- Use talk to pretend during imaginative play - role-play - 'airport' inside and 'car wash' outside.
- Talk about places they have visited, journeys they have taken and the area they live in.

LITERACY

- Join in with rhyming activities and learn how to continue a rhyming string by playing rhyming games and reciting rhyming stories including 'Journey home from Grandpa's'
- Look at photos & non-fiction texts and make our own mini-books about where we live
- Create labels for paintings and models. Gain an understanding that labels give information. Also writing postcards.
- Using imaginative language during role play - 'airport' inside and 'car wash' outside.
- Making tickets and posters for the role-play area.
- Look at and begin to understand how information books are organised.
- Understand that computers can give us information - looking at the world and parts of the UK as well as transport now and in the past.

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

- Express needs and feelings in appropriate ways and contribute to own well-being and self-control by talking about our feelings.
- Have an awareness of the boundaries set, and of behavioural expectations in the setting by reading stories about rules and consequences.
- Have a positive self image, and show that they are comfortable with themselves when we celebrate what we achieve in Nursery.
- Take turns by playing games and sharing equipment.
- Is able to talk and form good relationships with their peers and familiar adults - talking about places they have visited and where they live.
- Road safety - road signs and what they mean, green cross code.

PHYSICAL DEVELOPMENT

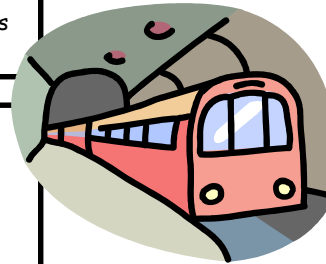
- Engage in activities requiring hand-eye coordination and use one-handed tools and equipment when cutting and threading as well as using tools during D&T activities.
- Draw lines and circles using gross motor movements. Make maps of journeys and the school area.
- Making boats and paper aeroplanes as well as helicopters.
- Holds pencil between thumb and two fingers, no longer using whole-hand grasp.
- Develop pencil hold and letter formation as well as writing their names and labels for models.
- Ball skills - aiming, throwing and catching.

UNDERSTANDING OF THE WORLD

- Remember and talk about significant events in their own experience - journeys or holidays they have experienced.
- Can talk about some of the things they have observed such as weather in different countries, places by the sea, up in the air.
- Talk about why things happen and how things work - investigating how boats float, materials that float/sink, how paper aeroplanes fly, paper helicopters spin, forces and wheels moving.
- Know how to operate simple equipment, e.g. turn on CD player and use remote control, using listening centre, using the Interactive Wipe board and software - My World 3, Espresso- Sal got to school, Bee-Bots and children's maps of school and other remote control toys.
- Finding out about the country in which they live - England, Ireland, Scotland and Wales . All parts of the UK, also popular European destinations.
- Transport in the past - cars, trains, bicycles etc.
- Continue to develop the children's understanding of internet safety.

MATHEMATICS

- Number puzzles - extend to 20 for those confident to 10.
- Singing number rhymes and counting songs about transport and journeys.
- Counting to 10 and back again - reciting numbers in order.
- Learning to recognise numbers 1-10 and beyond.
- Uses some number names and number language spontaneously - playing games, ordinal numbers - houses,
- Shows interest in shapes in the environment.
- Shows an interest in shape and space by playing with shapes - making models and shape walk around school.
- Use vocabulary to describe 3D shapes they see.
- Using positional language when creating maps of school area.
- Shows an interest in number problems - 1 more/1 less.
- Capacity - different size and shaped containers .. Which holds more/less.



EXPRESSIVE ARTS AND DESIGN

- Enjoy joining in with dancing and ring games.
- Sing familiar songs and rhymes.
- Explore musical instruments and how sounds can be changed whilst singing rhymes/songs.
- Explore colour and how colours can be changed.
- Use construction materials to create models of different places they have been.
- Engage in imaginative role-play based on own first-hand experiences - airport and car wash.
- Capture experiences and responses with a range of media, such as music, dance and paint and other materials or words
- Listen to variety of world music and create movements in response to it.