

Personal, Social and Emotional development (PSED)

Jigsaw programme

Sharing class rules and expectations to new children starting - circle games

Knowing how to behave in different settings - in the hall with parents

Confidence to ask for help, for needs.

Talk about their own and others feelings linked to Nursery rhymes.

Working together to create large models

Understanding the World

Rhymes from around the world - invite parents/grandparents in to share their favourite rhymes, new rhymes.

Use the ipad to record telling rhymes.

Operate the CD player to listen to/join in with nursery rhymes.

Create a wall from recycled materials so Humpty Dumpty doesn't fall off - what will it look like, what will you need? Use boiled and raw eggs to explore falling off the wall.

Explore the speed of water down the cascade guttering using mini spiders - links to incy wincey spider song.

Building using small blocks, flour and water - will it stand?

Jack and Jill used a bucket to carry water - discuss other countries that use bore holes, wells. Explore transporting

Communication, Language and Literacy (CLL)

Discuss favourite nursery rhymes; likes and dislikes

Say/sing/listen to rhymes and songs (on CDs and IWB)

Children choose and perform favourite rhymes

Use some dice to select different rhymes to say/sing

Follow instructions to make currant buns/biscuits

Make up own versions of rhymes

Literacy (L)

Story making- We're going on a Bear Hunt - retell orally, draw story maps, discuss settings and characters, change and retell
Sharing books with rhyming words - slug in a jug, room on a broom etc and with nursery rhymes e.g. Jolly Postman, Each Peach Pear Plum

Own versions of songs/rhymes

Vets role play - animals from Nursery rhymes

Changing words in rhymes

Sequencing rhymes

Write a letter to Humpty Dumpty and post it

Daily letters and sounds lessons

Nursery term 3 – Nursery Rhymes Parental involvement – Nursery Rhyme sing-a-long and tea party

Physical development (PD)

Small world play (spiders).

Using tools safely to create models.

Exploring ways of moving to the Grand Old Duke of York.

Actions to accompany different rhymes

Outdoor play - keeping warm - jumping up and down, running on the spot, skipping etc.

Using scissors to cut own jigsaws.

Mathematics (M)

Positional language; directions

Adding legs to Incy wincy spider

Time - making clocks/watches/how long can you stand on one leg/what can you do in 1 minute

Reciting different counting rhymes

Recognising numbers in rhymes; use fingers and objects to count

Weighing to make currant buns/biscuits

Pictogram of favourite rhyme

Money -role play vet to pay for treatment, post office role play

Expressive arts and design (EAD)

Make currant buns real and with play dough

Junk modelling make a clock (Hickory Dickory Dock)

Make own mouse

Make own spider (Incy Wincy)

Music - using instruments to accompany rhymes/story

Sing a variety of favourite nursery rhymes/different languages; clapping to the beat

Make a Humpty Dumpty collage/wall

Vets role play