Personal, Social and Emotional **Development**

Making Relationships

• Doing activities together that involve turn-taking and sharing

•Exploring opportunities to join in with pair and group play

Taking part in co-operative activities with friends

Self-Confidence and Self-Awareness

 Taking responsibility for carrying out small tasks/helping

•Making choices in play/activities; selecting toys and equipment independently

•Using toys, puppets and pretend play to develop understanding of scenarios pertaining to helping and people who help us

Managing Feelings and Behaviour

Recognising our feelings, and those of our peers;

• Gaining understanding of others' needs, and the impact of our actions on others' feelings

Understanding the World People and Communities

• Developing positive relationships with, and an understanding of the roles of Community Helpers through a field trip

•Collaborating and helping our friends through play, creative activities, routines and responsibilities

• Recognising the helpers we have at school, home and in the wider community

The World

- •Visiting real places in the community and recording our experiences
- Enacting wider world scenarios with small world and role play

Technology

•Using a camera to take photos of our

friends and creations

• Making a class photo book

Physical Development

Moving and Handling

 Playing outdoor games involving varied ways of moving; role-playing emergency services; daily yoga sessions

•Using role play toys, such as a construction set or doctors kit to improve grasping, and holding abilities through manipulation.

•Using self-access mark-making areas to manipulate a variety of mark-making equipment

•Creating structures with large building materials; "junk modelling"

Health and Self-Care

•Encouraging children to have more autonomy with routines such as snack, putting on shoes, handwashing etc.; using role-play costumes to promote independence in dressing

•Using a water jug and cups at snack time, assisting children to pour their own drink; drinking from an open cup



Literacv

Reading

•Sharing stories and non-fiction books at circle time, encouraging children to get involved with repetitive/familiar phrases or find meaning in pictures and symbols

Writing

•Self-access mark-making in a variety of media, indoors and outdoors

• Beginning to learn to recognise our names and talk about initial

letters/sounds

Mathematics

Numbers

•Counting friends, toys, equipment and singing songs/playing games that involve counting

•Using information about ourselves and our friends to count and compare

Shape, Space and Measure

•Using routines to become familiar with sequences of actions

• Matching pictures, numbers or colours in circle time activities

•Sorting toys and equipment according to shape, colour and size

Communication and Language Listening and Attention

 Learning to focus attention on stories, conversations and instructions (when not absorbed in play)

- •Listening to stories and rhymes about kindness, friendship and people who help us.
- Participating in activities that require focus, attention or eye contact

Understanding

 Recreating helping and friendship scenario through play

• Doing activities that require narration or characterisation; talking about photos of real-life

Community Helpers •Taking part in a field trip to experience real life **Community Helpers in action**

Speaking

•Experiencing new vocabulary related to our reallife Community Helpers and friendship topics Learning to join in with familiar or repetitive phrases in songs and stories

Expressive Arts and Design

- **Exploring and using media and materials** Playing musical instruments to accompany songs
- •Listening and moving to music to replicate different toys and manners of play

•Using different creative media to explore and discuss texture and colour, shape and size; mixing colours to make new ones •Creating art through sharing and collaborating

Being Imaginative

• Role playing and dressing up to enact scenes based on real life Community Helpers



• Creating stories and scenarios together based on stimuli such as pictures or objects

