

Physical Development

- **Moving & Handling** – Show preference for a dominant hand, holding a pencil between thumb and fore finger, copy letters from their name and begin to form recognisable letters. Show increasing control over an object through pushing, patting, throwing, catching and kicking
- **Health and Self-care** – Dress without help for P.E. and show understanding of the need for the good practice involving eating, sleeping and hygiene.

Using their dominant hand, SK will enjoy drawing, painting, making and labelling objects from our environment including sea creatures, landscapes, foods and music. In our PE sessions, we will incorporate traditional island dancing and singing as well as passing beanbags and balls.

Mathematics

- **Numbers** – 1:1 correspondence count objects to 20, recognise numerals to 10 and then 20.
- **Shape, Space and Measure** – Order items by length (hands and feet) or height. Begin to use everyday language related to money.

Using our 'enchanted island' as inspiration we will enjoy island number songs and rhymes. Our 'enchanted classroom' will help us spot numerals and match numerals to amounts...how many shells, sea fans and sea creatures can we spot on our investigation table? In addition, our island café will provide the perfect place to read menus and amounts and pay for items using dollars!



Literacy

- **Reading** – Join in with rhymes and repeated phrases. Hear and say the initial sounds in words and begin to recognise letters and simple words.
- **Writing** – Give meaning to the marks they make as they draw, write and paint. Link sounds to letters, naming and sounding the letters of the alphabet.

Through our Letterland programme, we will learn and use sounds to read words and write labels to accompany our 'enchanted island' constructions. In addition, we hope to make and write menus for our own island restaurant.

Understanding the World

- **People and Communities** – Talk about significant people, places, events and memories in their lives.
- **The World** – Talk about things they have observed including why things happen and how things work.
- **Technology** – Know how to operate simple equipment like a cd player and timer and use programmes such as *Paint* and *Letterland* on a computer.

We will enjoy discussing what we know about where we live; how our island has changed (particularly recently); observing the landscape around us including landmarks and beaches etc.; and using computers and iPad programmes to draw our 'enchanted island'.

Personal, Social and Emotional Development

- **Self-Confidence & Self-Awareness** – Enjoy responsibility of carrying out small tasks; Become confident to speak to others about their needs, wants and interests.
 - **Managing Feelings & Behaviour** – Be aware of the boundaries set, and of behavioural expectations in the setting
 - **Making Relationships** – Play in a group, initiate conversation, take into account opinions of others.
- In our job roles as waiter/waitress, chef and customer in our island restaurant, we will learn how to share the roles, organise the role play and work as a group to enjoy our role play area.

Communication & Language

- **Listening & Attention** – Join in with repeated refrains and anticipates key events and phrases in rhymes.
 - **Understanding** – Respond to simple instructions involving a two part sequences including humour in stories, nonsense rhymes and jokes.
 - **Speaking** – Extends vocabulary through exploration of the meaning and sounds in new words. Use language to imagine and recreate roles and experiences whilst introducing a storyline and narrative into their play.
- We will use our Talk4Writing story *The Rainbow Fish* to incorporate story telling language, re-telling of the story using both actions and puppets in our theatre and making up our own version.

Expressive Arts and Design

- ✓ **Exploring and Using Media and Materials** – Constructs and manipulates materials with purpose in mind selecting appropriate resources. Explores the different sounds of music.
- ✓ **Being imaginative** – Introduces a storyline or narrative to their play. Creates simple representations of events, people and objects.

After exploring our 'enchanted island's' landmarks and landscapes, we will enjoy making our own IGA, airport, hospital and Provo Primary School (of course!) using recycled materials.