

## Personal Social, Emotional Development

Learn how to negotiate and solve problems independently.

Follow two and three step instructions.

Show resilience and perseverance in the face of challenge.

Work as a small team, outside their immediate friendship group to solve a problem.

Understand the need for safety when tackling new challenges and considers and manages some risks independently.

## Communication and Language

Learn and use ambitious vocabulary associated with the story of the week.

Learn to look at and acknowledge people when talking.

Begin to stick to a theme or intention when sharing to a group.

Learn to give reasons for their opinions 'Who is the baddie?' the bears or Goldilocks, Jack or the Giant?

## Physical Development

Form all the letters correctly (if ready)

Practise using one handed tools such as scissors, tweezers and hammers.

Use a knife and fork to cut up their own food.

Develop their object control skills in PE by patting, pushing, rolling, catching and throwing a ball. Aim a ball into a target and to a partner to play a simple game.

Jump and land appropriately.

Climb up and down apparatus with alternate feet.

Learn to adjust their speed to avoid obstacles.

## Once Upon A Time



## Literacy/Phonics

Understand what a character and setting is, sharing opinions on key characters and giving reasons for their thoughts.

Predict what might happen at different points in a story.

Orally retell and tell own story using ambitious story vocabulary.

Begin to blend and segment 4-5 letter words

Learn the sounds for **j, v, w, x, y** and **z & qu, sh, ch, th** and **ng, ai, ee**. Recognise and read the tricky words, **he, she, we, me, be, was, my, you, they, all, her**

## Understanding the World

Find out about Chinese New Year and the story behind it.

Compare similarities to Christmas - decorations, food, presents, music etc

Experiment with reversible and irreversible changes.

Investigate waterproof materials.

Use story illustrations as clues as to when Fairy Tales were set.

Learn that different religions often have special books.

## Expressive Art and Design

Create musical patterns using untuned instruments.

Create props and costumes for acting out their own and familiar stories.

Develop drawing skills to include details, movement and emotions.

Explore how music can influence our emotions to make us feel happy, excited, scared or sad.

Design and make a mechanism to cross a river.

## Maths

Know what 0 is and what it represents.

Compare numbers 6, 7 and 8 and explore the different ways that these numbers can be made, represented, shared etc.

Find pairs of numbers, beginning to look at patterns of odd and even numbers, eg. odd numbers can't be equally paired.

Compare and order items by their mass, capacity, length and height.

Introduce ordinal numbers.

Sequence events according to time. Solve open ended investigations.