

Literacy

- Show awareness of rhyme and alliteration
- Continue a rhyming string.
- Begin to hear and says the initial sound in words.
- To give meaning to marks they make as they draw, write and paint.
- Begin to break the flow of speech into words. Use describing words to talk about themselves.

Mathematics

- Recite numbers in order to 10 and beyond
- Compare two groups of objects, saying when they have the same number.
- Use fingers and objects to represent number.
- Recognise numerals 1 to 10
- Count out up to 9 objects from a larger group
- Use prepositions to describe relative positions in space
 - Use familiar objects and common shapes to create and recreate patterns and build models.
- Order and sequence familiar events and stories.

Understanding the World

- Enjoy joining in with, and talking about family customs and experiences.
- Explore the 5 senses and the human body.
- Develop an understanding of others and talk about sameness and difference.
- Complete an educational program on a computer.

Autumn Term 1

'Magnificent Me'



Physical Development

- Experiment with different ways of moving.
- Use simple tools to effect changes to materials.
- Handle tools, objects, construction and malleable materials safely and with increasing control.
- Show a preference for a dominant hand. Developing own pencil grip
- Put on own coat, shoes and socks

Forest School

- To notice the changes in the seasons
- To explore den building
- To learn about the harvest process

Personal, Social and Emotional Development

- Initiate conversations attending to and taking account of what others say
- Explain own knowledge and understanding, and asks appropriate questions of others.
- Have confidence to speak to others about own needs and wants.
- Describe self in positive terms and talk about abilities, similarities and differences.
- Follow the class and whole school routines and develop awareness of new behavioural expectations

Communication and Language

- Maintain attention, concentrate and sit in allocated space at carpet times.
- Develop an understanding of humour, e.g. nonsense rhymes, jokes.
- Extend vocabulary, exploring the meaning and sounds of new words.
- Use language to imagine and recreate roles and experiences in play situations.

Expressive Arts and Design

- Begin to build a wide repertoire of songs.
- Explore the different sounds of instruments.
- Explore changes when mixing colour and media
- Create simple representations of familiar events, people and objects.